

WARHAMMER

CHRONICLES 2003



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WARHAMMER CHRONICLES 2003

Warhammer Chronicles 2003 is a compilation of the best Warhammer articles from the pages of White Dwarf magazine, the Citadel Journal and the Games Workshop website.

Inside you will find:

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Coverage of the Warhammer worldwide campaign.

GAMERS' ARMIES

Features on great armies from across the world.

NEW ARMY LISTS AND UNITS

New army lists to use, plus Regiments of Renown.

PAINTING AND MODELLING

'Eavy Metal Masterclasses and tips on assembling and painting your army, and creating model terrain.

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History, rules, characters and army lists for recreating this epic conflict.

NEW SPECIAL CHARACTERS

Dogs of War characters, Alarielle the Everqueen, Beastlord Rakarth and Queek Headtaker.

NEW SCENARIOS

Refighting the three-way Battle for La Maisontaal.

QUESTION AND ANSWERS

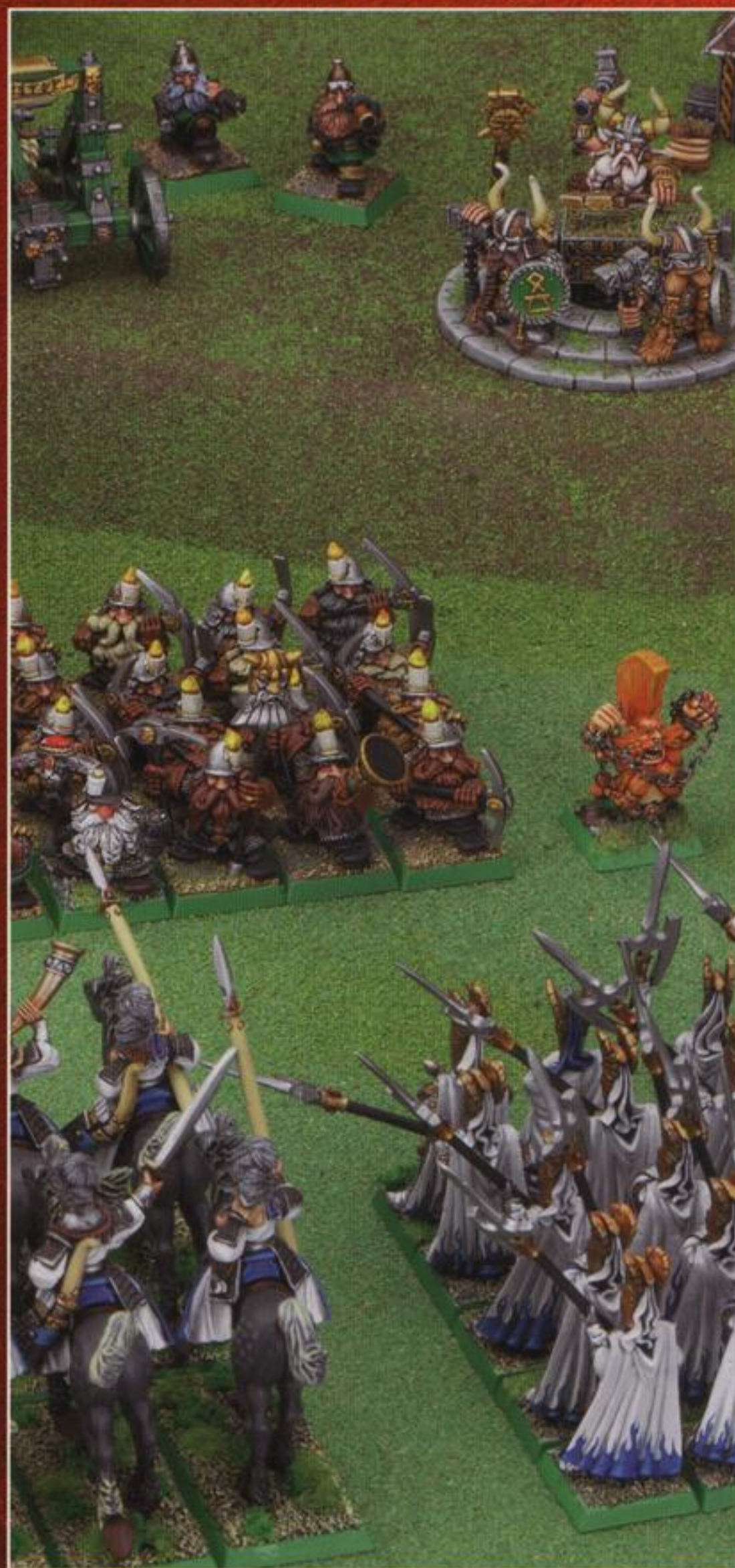
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ISBN 1-84154-296-2



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Skaven, Bretonnians and Undead in a three-way battle for possession of La Maisontaal Abbey. (New scenario on page 119).



Dark Elves deploy a garrison force to defend a sacred grove wrested from the Wood Elves. (New army lists on page 31).

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DARK SHADOWS

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Reclaim the Ston

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Peter Seyfarth's E
Paul Gaynor's Nig
Jeppe Danning's
Anthony Reynold's

NEW ARMY LISTS

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Ruglud's Armour
Goblin Ecology
Wood Elf Armies

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The Battle of Thro

QUESTIONS & AN

ERRATA

HALL OF HEROES

INTRODUCTION



Hello fellow Warhammer players, welcome to Warhammer Chronicles 2003 (formerly known as the Warhammer Annual), the second of its kind. The reception from players for the 2002 Annual and the concept behind it has been welcome, and hopefully Warhammer Chronicles 2003 will live up to the expectations of Warhammer hobbyists. For those readers new to the hobby, this book is a compilation of the best Warhammer-related articles from White Dwarf magazine over the past year, with some material also taken from our website

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and the Citadel Journal publication. There have been some significant changes in White Dwarf over the last twelve months, particularly with regard to 'hobby-related' articles such as painting guides and modelling workshops. This compilation includes much more of this information now, and so hopefully will be a great reference volume not only for new rules and gaming updates, but also for other aspects of the Warhammer hobby.

It's been a good year for Warhammer. Since the 2002 Annual, we've had the reappearance of the High Elves, a fantastic Skaven army and a phenomenal book and miniatures range in the form of the Hordes of Chaos. As I write, the future looks bright. When this volume is out, it'll not be long until Warhammer Armies - Tomb Kings is also released, in effect a totally new army for Warhammer, although their origins date back many years. That will be followed by the Lizardmen army. A firm staple of Warhammer since last edition, the Lizardmen will be receiving a makeover that I think will make them truly unique in terms of their look and the way they play. Next summer we return to the foul creatures of the Dark Gods with Beasts of Chaos, the companion volume to Hordes of Chaos, which will detail the Beastmen hordes and a variety of terrifying monsters such as Dragon Ogres, Chaos Trolls and Chimeras.

So, looking to the year ahead, I can also see great things for Warhammer. All of this Chaos activity is building up to something big, but it's too soon to reveal the full dark glory of our plans. I'll just say that things are afoot in the Chaos Wastes, and your best guide to current affairs over the next twelve months will be White Dwarf magazine. White Dwarf will be evolving still, with our plans for the Citadel Journal starting to come to fruition as well. It seems likely that the next Warhammer Chronicles book will include material from both publications, but you'll have to keep your eye on White Dwarf to find out the latest developments in that area.

I have just enough space left to say that although this is a compilation of previously published articles, we have taken the opportunity to clarify where necessary, correct mistakes and typos, and assimilate feedback from gamers all across the world. In light of this, some changes may have been made, so it's worthwhile checking characteristics and points values of troops, and the wording of particular rules in the articles included herein. Where there have been these small changes, the rules presented in Warhammer Chronicles take precedence over previously published material.

Happy Gaming!

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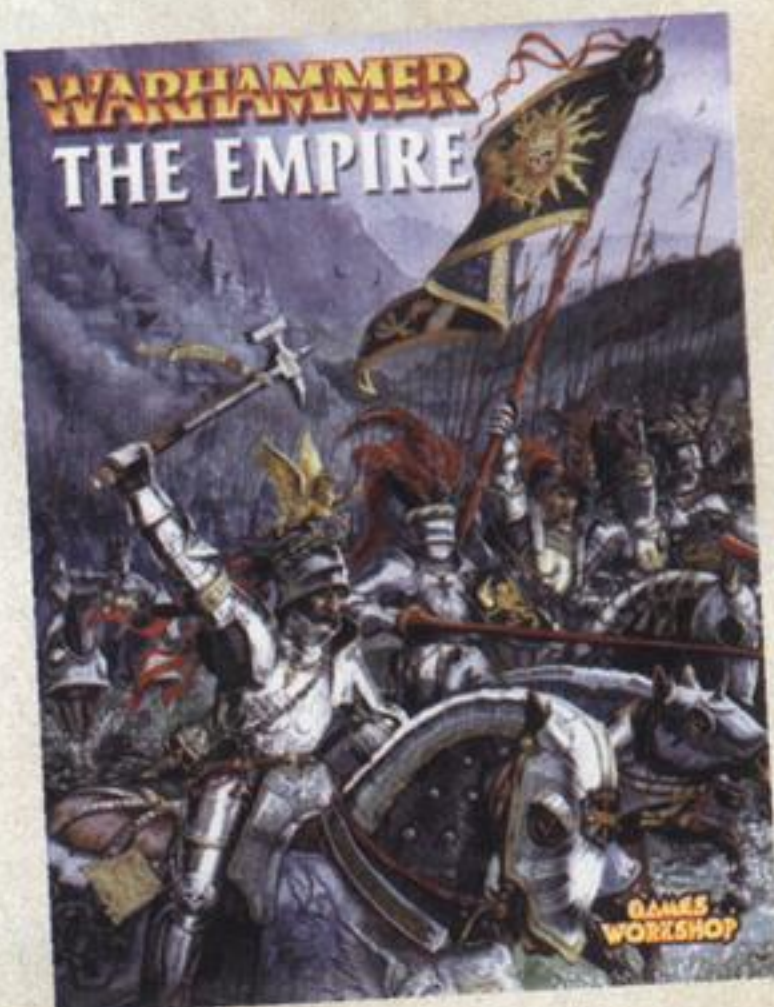
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Over the summer of 2001, we ran the Dark Shadows worldwide campaign. Gamers across the globe fought thousands of battles and sent in their results to determine the fate of the storm-shrouded isle of Albion. Presented in this section are the results of the campaign, rules for the Truthsayers, Dark Emissaries and Fenbeasts now at large in the world, and details of the magical treasures recovered.

DARK SHADOWS – THE FINAL CHAPTER



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The war for the conquest of Albion has reached its final hour. Weary and hungry, countless armies have battled desperately against each other and the savage inhabitants of the isle for months on end, struggling through pouring rain and icy winds to gain and maintain a foothold on the mist-shrouded island. The desolate moors and great Ogham stone circles have been soaked with blood, the land tainted by the overwhelming scale of death and misery. Despite this, the forces of light have prevailed, if only barely.

The Dark Emissaries have slunk away into the darkness to lick their wounds, their bid to overthrow the Truthsayers, over for now. Some remain on Albion, hiding within remote mountain caves and deep, fog-shrouded swamps, but many more have fled the isle, seeking a safe haven where they can recoup their strength. Already, they are plotting their revenge, working towards another attempt to secure the Ogham stones, but their power base has been severely damaged, and they are scattered across the lands and isolated.

It is widely rumoured that the Dark Master himself has left Albion, driven forth from his fastness in the Citadel of Lead. Whether this is true remains to be seen, as does the growing fear that his plans have merely been set back rather than totally thwarted.

Still, though the armies of the Truthsayers have proved

victorious and held off their dark enemies, these are not days for rejoicing. The number of holy Truthsayers has been severely depleted, many of the noble druids having been lost in brave defence of their homeland. Worse, the Ogham stones have been so defiled and subjected to such intense dark energies and corruption that their powers have been seriously weakened. There is not enough power within the stones for the Truthsayers to re-conjure the protective mists around Albion, and the Truthsayers fear that their homeland will come under constant attack. The magic of the stones may never return to their full strength, and this may prove cataclysmic in times to come.

The defacing of the stone circles might yet prove harmful further afield too, across the seas. Already the building mystical pressure can be felt by the High Elf Mages of Ulthuan. With the Ogham stones of Albion not operating to their full potential, vast waves of raw energy are sweeping from the north, and a great magical strain has been placed on the stones at the heart of Ulthuan which are also used to hold back the amorphous tide that is Chaos. Some say that the Great Gate is opening wider once more and that the boundaries of the Chaos Wastes are creeping further south with every passing day. Perhaps this was the Dark Master's intent all along. Few doubt that another great incursion of

Chaos is about to spill upon the world, and some thank the gods that Albion was held against the forces of darkness, otherwise the coming storm of Chaos may have crashed upon the world even sooner and with even greater force.

The cruel Dark Elves pushed into the interior of Albion at an early stage, their experienced raiding parties, guided by many Dark Emissaries, securing strong vantage points on the north western coastline. Mighty Black Dragons of the Witch King Malekith descended through the clouds, striking without warning against their enemies, scattering their foes before them. None, it seemed, could stand against the dark natured folk of Naggaroth, and the kin of Malekith rejoiced in the bloodshed that ravaged the lands. Despite suffering horrendous losses, the Dark Elves fought on and marched further and further inland, pillaging many ancient barrows and tombs and sending the spoils back to Naggaroth. To further bolster their position, several Black Arks have now beached themselves on Albion, providing fortified strongpoints from which the Dark Elves can launch further raids, or retreat to when the enemy comes against them in force.

While the Dark Elves established a growing kingdom, their kin of Ulthuan, the High Elves, tried all they could to hold back the Druchii. By seizing the stone circles, the forces of

The chamber deep within the Bastion of the Old Ones resounded with chanting, the bass notes reverberating off the carved reliefs that decorated the high stone walls. Lit by blue and purple flames that danced from two dozen braziers spaced around the hall, the assembled Truthsayers sat in a circle, their heads bowed, as they focussed their minds on restoring balance to the winds of magic flowing across Albion.

At their centre stood Dural Durak, leader of the council. Arms spread wide, he stood at the focus of the converging spirals and lines drawn on the floor with goat's blood, feeling the energy of his brethren channelled into him. The ebb and flow of magic surged through his body and his ghost sight could detect the tiny wafts and breezes of the different colours of magic. But something was still astray. A storm of darkness, of raw magic and Chaos, still battered the beleaguered isle. The damage to the standing stones, though halted for now, might still prove to be irreversible. And so he and the other Truthsayers prayed to the spirits of the Old Ones, desperate to seal the rift in the magical realm that threatened to tear their homeland apart.

Whilst Dural Durak and his order struggled to maintain the balance of magical power, another force was hard at work trying to thwart them. Kheciss, First Emissary to the Dark Master himself, knelt before the throne of the Great One, eyes averted from the majesty of the Citadel of Lead's glorious ruler.

"You will battle against their petty meddling," the Dark Master's voice boomed out, causing even the evil, twisted Kheciss to shudder. He was the only mortal to have heard that voice and he knew that any other who did would die from sheer fright. "Albion is lost to my cause, but it is only the first battle in the coming war. Defy them and shield my departure, for I may yet turn this setback into a victory."

"Your will is my order, your merest whim my greatest commandment, oh mighty Dark Master," shrieked Kheciss, trying to block out the surge of raw Chaos energy that thrummed through his body, emanating from the pitch black shadow that sat before him on the massive throne. "Our armies will march forth one last time and attack. The foolish servants of the Old Ones shall suffer a wrath so hot it shall make the past months seem like a petty argument."

"So shall it be," intoned the Dark Master, rising to his full height and sweeping from the chamber, leaving Kheciss sweating blood, his limbs trembling and his heart pounding.

Malekith threatened to strengthen the magical power of the armies invading Ulthuan, and this could not be allowed. With many of their warriors engaged in the bitter struggle back on their homeland, it was left to the crews of the great Ulthuan fleet to contest the Dark Master and the servants of the Witch King. And this they did valiantly, wresting control of the Ogham stones from their dark kin where possible, harrying their supply columns, and cutting them off from the shores of Naggaroth to leave them isolated and starved in the hostile

climate of Albion. Even now the Eagleships and Hawkships of the High Elves patrol the coast, preventing more enemies from landing, and ensuring that the Dark Elves have difficulty sending back the spoils of their victories to the armies fighting on Ulthuan.

Whilst the two Elven kindreds battle each other fiercely, a battle that is far from over, another kingdom is being built. Driven by the fiery Lord Ravenbrandt, servants of Emperor Karl Franz have established a strong enclave east of Bol-a-hat. Though their

expansion has not been rapid, thwarted by enemy forces and the boggy land itself, troops continue to arrive as news reaches the home shores of the Empire. Known unofficially as Neuland, this enclave is still a fledgling state and it remains to be seen whether its ruler will gain any real political power in Altdorf. Also Ravenbrandt is facing strong opposition from Leopold von Stroheim for control of the growing province, and many think that before Neuland ever receives any official recognition, the two factions will kill each other in civil war.

Adventurers returning from Albion say that the foetid marshes of Bleak Moor have become the domain of a feared night-horror known as Thrashlaar the Vile. Filled with an unfathomable hatred for all who stood in his way, the Strigoi vampire, with the beautiful fight in open terrain, the Strigoi led his twisted companions on countless vicious attacks against armies on the move, striking from the marshes and slinking back into the concealing cover of the ever-present fog once an effective defence was formed. The vampire and his followers dragged the corpses of those they slew into the darkness, to be devoured in sickly banquets. The Strigoi took particular delight in slaying several of his vampiric brethren, members of the Lahmian and Blood Dragon families, yet his hatred remains unabated.

None know exactly when the hunched Dark Emissary Tehkhari led the vampire and his minions into the depths of Bleak Moor, guiding them along the hidden paths leading to the ancient Ogham stone circle at its centre. Here the Lady Rolinda quickly gorged herself on the magical power of the stones, perverting their energy to her own aims. At her urging, long drowned bodies arose from their watery graves, clawing to the surface of the boggy moors.

When the Truthsayers led the Lizardmen into the Fortress of the Old Ones and the skies opened briefly into sunshine, the Emissary Tehkhari flew into a wild panic, entreating Thrashlaar to attack the Fortress. In a blind rage, having had his ear filled with the twisted Emissary's whispering for so many weeks, Thrashlaar struck out, slaying the dark sorcerer. In shock, and fearing for her own safety more than ever, the Lady Rolinda fled from the wrath of the bestial vampire, but Thrashlaar would not let her escape so easily.

The deformed lord of the night dispatched his ghoul minions across the fens and moors in search of her, and many are the stories of native settlements ransacked by their pursuit, of small roving bands of twisted predators striking at night, leaving only the gnawed bones of their victims as a testament to their passing. For nearly a week, Rolinda fled before her unnatural pursuers, until finally she turned and fought them at the crest of a stone circle-topped hill near the coast.

Many ghouls fell to her powerful magics or were hacked down by the legion of skeletal corpses that she summoned from their sandy graves on the nearby beaches and cliffs – the long dead crews of ships wrecked on the fog-shrouded Albion shores over countless centuries. But her defiance was to no avail and, exhausted and bloody, she finally succumbed to the attacks of the ghouls.

Their orders were not to slay her, but to return her to her jealous master. And so, bound and gagged, she was dragged back across the moors to Thrashlaar. It is now claimed that she remains with the vampire lord, and to ensure that her power does not grow strong enough to challenge him again, Thrashlaar feeds from her every night, never quite taking enough to kill her, but just enough to ensure that she remains dependent on him to survive.



The Lizardmen defend the Lost Valley from the Dwarfs.

DARK SHADOWS FINAL RESULTS

Overall, the forces of the Truthsayers have just about prevailed against the Dark Master, grabbing 56% of the victories. However, such a small margin of victory is not enough to completely drive the forces of the Dark Emissaries from the island, helped in part by the fanatical forces of Malekith the Witch King.

The surprise result is the army with the best win percentage. For ages it

looked like it would be the Wood Elves, but once everything was counted up, it turns out to be the Dwarfs who claim the bonus prize – the Blade of Shining Death, which can cut through the toughest armour.

Magic items for the winners can be found on page 11 and there is another article in which I talk about further gaming on Albion, as well as the rules from Dark Shadows for

using Dark Emissaries, Truthsayers and Fenbeasts as Dogs of War units in your regular armies.

And that's not all! The machinations of the Dark Master have been set back for now, but will come to fruition sooner or later, and details of this will appear in issues of White Dwarf and Warhammer Armies books in the future. So it ain't all over yet, not by a long way.

ARMY	Games Played	Games Won	Games Lost	Games Drawn	% Won	Battles		Wins	
						Good	Evil	Good	Evil
Dark Elves	9296	4258	4975	63	46.1%	1333	7963	561	3697
High Elves	7732	4225	3457	50	55%	6924	808	4065	160
The Empire	6368	2903	3395	70	46.1%	4854	1514	2591	312
Dwarfs	4973	2803	2106	64	57.1%	4065	908	2623	180
Vampire Counts	4907	2605	2251	51	53.6%	811	4096	372	2233
Orcs & Goblins	5320	2382	2884	54	45.2%	1611	3709	732	1650
Lizardmen	2915	1621	1267	27	56.1%	2185	730	1458	163
Wood Elves	2617	1479	1118	20	57.0%	2041	576	1348	131
Chaos Warriors	2584	1313	1248	23	51.3%	345	2239	106	1207
Brettonnians	2299	1049	1219	31	46.3%	1776	523	955	94
Skaven	1919	976	925	18	51.3%	355	1564	110	866
Chaos Dwarfs	773	377	378	18	49.9%	159	614	59	318
Beastmen	1054	372	657	25	36.2%	272	782	84	288
Dogs of War	870	362	496	12	42.2%	519	351	256	106
Dacmons	803	329	494	7	40%	129	701	26	303
Khemri	649	230	414	5	35.7%	174	475	50	180



The Dark Emissaries and their evil allies flee from the island.

This year's Dark Shadows campaign has been a resounding success. We have received loads of stories, artwork and fully detailed battle reports from enthusiastic gamers. Gaming clubs also participated in running large multi-player battles to decide the fate of Albion.

Resident White Dwarf, 'Little' Gary Roach, had the unenviable task of entering all the Battle Report card results into the website, staying up until the early hours of the morning once the campaign had drawn to a close just to make sure that all the results were accounted for!

DARK SHADOWS IN THE STUDIO by Dylan Owen

With the world gripped this summer by the conflict taking place on a fog-cloaked island deep in the Sea of Chaos, with Truthsayers and Dark Emissaries struggling to control the sacred sites of Albion with entire armies as their pawns, nothing could hold back the avid Warhammer players in the Studio to run their own version of the campaign.

Twenty-two generals gathered on Monday lunchtimes to find out what adventures faced them that week.

The campaign effectively ran itself, needing only the input of Anthony Reynolds and myself to organise the brief Monday meetings and to keep track of the number of battles each player won. We put up a poster each week in the Studio to show how many victories each player had and posted results to everybody via e-mail. Anthony also made sure that the results were posted on the Games Workshop Albion website:

www.games-workshop.com/albion/uk/hobby so that our games would have an impact on the global campaign. Owen Rees provided an update on the website of how his Empire army was fairing, and several of the players' reports of their battles were posted there too.

So, for six weeks the Studio resounded with the rolling of dice, screams of frustration and ululations of victory as we slaughtered each others' forces. It goes to show that a campaign with a rich background and

interesting quirks can keep players enthralled for ages. The weather and magic rules and the Truthsayer and Dark Emissary characters all added to the flavour of the campaign. Looking at the battlefields generated by the Albion terrain table, you could almost hear the wind sighing dolefully through the marshes.

WEEK 1

The first battle, The Mists Recoil, represented the armies trying to find safe harbours for their fleets so they could begin their invasion of the island. This proved a difficult game for the defenders, being so outnumbered, with the notable exceptions being Paul Rudge's Vampire Counts who managed to hold off Paul Dainton's Dwarfs, and Anthony Reynold's Chaos Warriors, who stopped Gav Thorpe's Dwarfs taking their beach – evidently Dwarfs are not suited to amphibious assaults, being prone to sea sickness and not particularly buoyant.

Overall, a 7-4 victory in favour of evil.

WEEK 2

The losers of the first scenario were driven away from the beach, and their army was delayed as it sailed around the treacherous rocks and white cliffs of the Albion coast in search of an undefended safe haven for their fleet. As a result, these armies were the attackers in the next scenario, The Fens. We decided that this scenario represented a rearguard action against an army which had secured an early beach-head and had advanced quickly

into the island. If any of the attackers managed to win then they could break through and harry the main force, slowing it down long enough for the attacker's main army to overtake their rivals in the race for the Ogham Stones. My Empire army faced Alessio Cavatore's Skaven in this battle. He won by a whisker (by a very appropriate 13 Victory points!). Even though he only managed to get his Assassin off the table, his Dark Emissary sacrificed himself, blowing away enough of my men with his magic to scrape a victory before he was hacked down by my enraged soldiers. We decided that his Assassin got through my lines and reached my encampment where he attempted to assassinate my general, Baron von Schreck of Averland. Although my general was saved by his bodyguard, the disruption this caused meant that in my next game my army would arrive at the Ogham Stones after my opponent, allowing him to choose where to set up and giving him the choice to go first instead of rolling for the first turn as normal.

The followers of the Dark Emissaries just managed to beat the defenders of the Truthsayers by six games to four in this scenario, meaning that evil had a head start for the Ogham Stones.

WEEK 3

The Ogham Stones scenario proved to be very popular, especially with the players who had an army in which magic played a prominent part. Mark Raynor's High Elf army, with a Level 4 Mage, two Level 2 Mages, a Truthsayer and a Banner of Sorcery, had an astounding 23 Power dice each Magic phase due to the fact that he started with an additional Ogham Stone circle in his deployment zone at the beginning of the game (thanks to some lucky rolling on the Albion Terrain chart and the fact that he turned up on the table before his luckless opponent Matt Hutson and his Dark Elves, who had lost his previous game and, unsurprisingly, succumbed to Mark's magic in this one).

The forces of good this week triumphed over the armies of darkness by six games to four, meaning that the Truthsayers held the majority of the sacred Ogham Stones on the island.



Owen Rees' Empire Knights clash with Matt Hutson's evil Dark Elves.

WEEK 4

It was now a race to dominate the ancient abandoned fortress in the north of Albion, known as the Bastion of the Old Ones. The armies which were victorious the previous week marched northward along the Lost Road towards the Bastion. We decided that only one side, good or evil, would reach the Bastion first. We would count the number of armies marching to the Bastion along the Lost Road and the side with the greater total would be the first to reach the fortifications. At the moment, the forces of good had a head start. However, we used the fourth scenario, The Giants' Causeway, to give those armies which had lost the previous week a chance to recover their honour and count their force in the race for the Bastion. The Lost Road was a relatively safe route to the fortress, but there was another, more perilous way. Led by a native guide, the trailing armies decided to brave the narrow passes and trails of the Beast Peaks. Were they to survive the horrors that dwelt in this mountainous wilderness they would reach the Bastion in time to help secure it for their side.

This battle was great fun to play, the armies which lost The Ogham Stones scenario ambushed by the monstrous hosts controlled by those players who had won that battle. Giants and Dragons were a particular favourite choice to strike terror in the hearts of the puny troops which faced them, and battles fought early on in the week were easily won by the beasties. However, as always happens in games fought in the Studio, there were plenty of spectators, and players yet to fight watched and learned the mistakes made on the battlefield, so that by the end of the week the tables



Siege! The Bastion of the Old Ones is assaulted in the Studio campaign.

had turned and the monsters were being routed as generals discovered the best tactics to defeat such terrifying opponents.

The evil side had to win at least three games this week to get enough armies to reach the Bastion and secure it under their control. As it was, by the end of the week there were two victories apiece to good and evil and so the fate of both sides hung in the balance, to be determined by a nail-biting battle between Nelson's treacherous Dark Elves and Rowland Cox's force of rabid, howling

monsters. Fate spurned the Truthsayers as Nelson obliterated Rowland's creatures; there was little chance Rowland could do anything against the combined might of Malekith the Witch King himself and his infamous mother, Morathi!

WEEK 5

So week five started with the evil warmongers safe behind the ancient but almost impregnable walls of the Bastion of the Old Ones. Although the scenario in the Dark Shadows campaign booklet restricted the size

Rumours abound of strange happenings in the north of Albion. A lone Dark Elf Shade returned from the area to the landlocked Black Ark Shadow of Despair, his skin burning with fever and filled with stories of what he had witnessed. His kin laughed at what they saw as the delusions of a madman, for he had clearly lost his mind.

He spoke of infiltrating past armies of Lizardmen spewing forth from the Forge of the Old Ones. Two days past them to the north, he claimed to have come upon a great rent in the earth that formed a valley of immense size. As he led his men warily into the valley, the temperature rose steadily until the air was uncomfortably thick and cloying. Thick vegetation covered the valley floor, and great trees and vines formed a canopy above them. Great, biting insects the size of birds buzzed around the Dark Elves who swatted them away, staring around them in astonishment. The Shade spoke of leading his scouts through the jungle for several days. They were uneasy, the temperature and the landscape feeling completely alien and unnatural. The delirious druchii even claimed that the lush vegetation grew at an unbelievable rate, so that the Dark Elves felt they could see the trees rising inch by inch, as if some force compelled them upwards.

His story became increasingly distorted and dream-like; he talked of giant lizard creatures that stalked him and his comrades tirelessly through the jungle, of nightmares come to life and of his men being lost one by one. Terrified and feverish, the Shade had not slept for days on end as he fled towards the Black Ark. In a delusional seizure, he screamed that the entire island would become a hellish jungle if he slept and that the lizards would hunt him down in his dreams. He slipped into unconsciousness soon after, and was found dead only hours later, his expression fixed into a grimace of pure terror.



A Truthsayer directs his forces on the Plain of Battles.

and type of forces everyone could take, because most of the players wanted to play a huge battle complete with siege engines and cannons blasting the walls to pieces, we decided to accommodate their wishes and played a normal siege.

We played about four sieges, each with between three and six players on the table at a time. We decided that each battle represented an assault on the four gateways into the Bastion and that the side which would eventually control the Bastion would be that which enjoyed more victories.

The largest game was that played between Phil Kelly's Skaven and Anthony Reynold's Chaos Warriors within the castle, being attacked by the Empire forces of my Baron von Schreck and those of Mark Owen, along with the High Elf army of Mark Raynor and Rowland Cox's Dwarfs.

We decided that the Dwarfs and High Elves were not getting on, due to the High Elves' arrogance and the Dwarfs' grudges on account of the War of the Beard. We devised an Animosity table which would kick in if result 7 was ever reached on the Weather table, with such results as "You ugly, hairy, rubber-nosed, drunkard stunt!" where a random High Elf Wizard would target all his spells at the nearest Dwarf unit, and "What did you call my mother...?" where the two highest ranking characters in the High Elf and Dwarf armies would challenge each other, needing a Leadership test to break off combat each turn. Even though this severely jeopardised our chances of winning this siege, we didn't care as it was a great laugh.

Comedy moments included the farcical actions of my Giants of Albion mercenaries. Cachtor and Bologs charged a wall to bash it down after it had been weakened by Mark's cannon fire, only to have the entire section collapse on top of them, killing both. Bologs toppled diagonally backwards, squashing half my unit of Swordsmen carrying the Griffon Standard! As if that wasn't bad enough, right at the end of the game, the Elves had had enough of Dwarf insults and, at a critical moment when the forces assaulting the wall needed one final push to seize it, Mark Raynor's High Elf Mage Commander decided to blast a nearby unit of Dwarfs with devastating magic forcing them to flee from the ramparts. In the subsequent turn the Dwarf General thought he overhead his High Elf counterpart mutter some disparaging comment about his mother and challenged him to a duel on the very ramparts they were trying to capture. Both players heaved a sigh of relief as the characters parried each others' blows in the first turn of combat. With Leadership scores of 10, both characters should see sense in the final Combat phase, stop their quarrel and launch an attack on the Chaos Warriors who still held the wall. The High Elf commander stepped back, his sword lowered, offering an apology for deriding the Dwarf's parenthood. "Apology accepted," snarled the Dwarf Lord as he smashed his rune-axe into the High Elf's skull.

When the dust had settled, it was evident that our disorganised assault had failed to capture the gateway. The same was true with the other battles,

only one of the other sieges resulting in a victory for good. Because the Dark Emissaries' forces controlled most of the castle, Graham McNeill's victorious Empire army and Tom Hibberd's High Elves were forced to retreat from their hard won gains, leaving the Bastion of the Old Ones in the hands of evil.

The scene was set for The Plain of Battles. With no time limit and no retreat, the aim was simple – utterly destroy your opponent. Several battles were played as multi-player games and great fun was had by all as the forces of the Truthsayers tried to wrest victory from the claws of the Dark Emissaries' minions. Entire armies were wiped off the face of the world, combatants waded in gore as the heavens broke and lightning crashed down among the fighters. In the end, both sides had cut each other down to a handful of men, with neither force having gained an advantage (both sides scoring four victories each), but after a night of vicious carnage, when the fog-shrouded dawn finally emerged, it was clear to the Truthsayers that their forces had failed to break the enemy and the Dark Emissaries had won (a grand total of twenty-nine victories to the Dark Emissary players, compared to twenty-two by the followers of the Truthsayers).

The Truthsayers' armies retreated to defend the Ogham stone circles they retained, but with the forces of darkness controlling the Bastion, although both forces were seriously depleted after the final battle, it would be only a matter of time before the magic of the stones would fall into the hands of the enemy.

AND FINALLY...

Although everyone worked together to fight a common foe, special mention has to go to Phil 'Dirty Rat' Kelly who led his Skaven army to 6 victories out of 6 games, the only player in the Studio to manage this feat.

However, the events that occurred in the Studio were just a ripple compared to the thousands of battles fought on the island by players throughout the world. As you can see from the results on the Albion website, the island was saved from darkness by the might of the Truthsayers.

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TREASURES OF THE OLD ONES

Well, the Dark Shadows campaign is finished and the fate of the island has been sealed. The conquering armies have now had time to pillage the ancient tombs of the Isle of Wights, to delve into the depths of the Bastion of the Old Ones and scour the catacombs of the Citadel of Lead. This ransacking has brought great reward. When the Old Ones left the world, they left behind some of their ancient artefacts. Some of these are potent weapons forged by a race that once ruled the stars. Others are arcane devices whose original purpose and working is now long since lost, but which still retain some measure of their mystical energy.

GAUNTLET OF POWER 60 points (Magic Weapon) Dark Elves only

This potent weapon is fashioned in the shape of a mighty fist, which shimmers with a magical energy and can crush bones in its grasp.

The character becomes Strength 8 and enemy models may not make armour saves against blows struck by the Gauntlet. A character armed with the Gauntlet of Power strikes last (see page 89 of Warhammer).

MYSTIC SHIELD OF LIGHT 40 points (Talisman) Dark Elves only

This artefact is worn on a chain around the neck, and provides a wall of magical energy that deflects incoming blows and releases bright bursts of light when activated.

5+ Ward save. In addition, if the Ward save is successful against a close combat attack, the model that struck the character is stunned and reduced to WS1 until the end of the Close Combat phase.



As promised, the winners of the Dark Shadows campaign have had their magic items inventory expanded with these treasures of the Old Ones. These were allocated to the top three overall armies, plus a special award was given to the army with the highest win percentage, which has given rise to some 'interesting' options, such as Dwarfs with a magic sword, and Dark Elves protected by a shield of light!

The following magic items are additions to those listed in the Common Magic Items list and the relevant Armies books, and can be used in any battle, not just those set on Albion.

DIVINE EYE 20 points (Enchanted Item) Dark Elves only

It is claimed that this small box contains magical spirits that can see all and hear all. They whisper to the bearer, revealing secrets of the enemy.

Enemy Scout units may not deploy within 12" of the bearer (this includes Scouts with additional deployment rules such as Chameleon Skinks). In addition, at the start of each of their turns, the character may activate the Divine Eye. The Eye will look into every enemy unit within 12". Your opponent must reveal the number of magic items in each affected unit (although he does not have to reveal what they are or who specifically is carrying them).

CLAW OF DEVASTATION 80 points (Magic Weapon) High Elves only

Shaped like a wickedly taloned claw, this magic weapon pulses with dark power, ripping apart armour and bone with equal ease.

The wielder may re-roll failed rolls to wound in close combat, and ignores Armour saves.

ARMOUR OF THE GODS 35 points (Magic Armour) High Elves only

This highly ornate armour is imbued with its own strength, which it grants to the wearer.

The Armour of the Gods can only be worn by characters on foot, and can't be combined with other armour. It confers a 3+ Armour save. It also adds +1 to the wearer's Strength characteristic.

FUSIL OF CONFLAGRATION 30 points (Magic Weapon) High Elves only

This magical firearm conjures roaring flames from out of thin air, incinerating the enemy with fiery doom.

The bearer of the Fusil counts as having a breath attack, which hits at Strength 3. This is a flaming attack.

HEXSTAFF 55 points (Arcane Item) Empire only

The Hexstaff is inscribed with ancient sigils of the Old Ones, attracting the magical energies of chaos for the user to mould into mighty spells.

The Wizard may draw extra power from the Hexstaff, once per friendly Magic phase. When used, the staff generates D3 additional Power dice (roll each Magic phase). However, keep these dice separate (using different coloured dice is the best way of doing this) as they may only be used by the Wizard with the Hexstaff. In addition, if the Hexstaff dice roll a 1 when a spell is being cast, the Wizard automatically suffers a Miscast for each result of a 1 rolled.

BLADE OF SHINING DEATH 65 points (Magic Weapon) Dwarfs only

This sword has a blade enveloped in glittering light and can slice through the toughest armour.

The character strikes in close combat with Strength 5 and ignores Armour saves.



Although the most bitter fighting on Albion is over, the war for possession of the isle and its treasures still drags on. Here's how you can play games based upon this continuing conflict. As for the weather – rain, rain and more rain.

THE AFTERMATH OF DARK SHADOWS

The bloody campaign in Albion reaches a climax.

This article will be looking at the results of the recent Dark Shadows campaign and what this can mean to your games of Warhammer. The campaign itself was a great success, and thanks have to go to all the people who helped make it happen, not least the illustrious guys and gals of our Web Teams across the globe, and, of course, all those Warhammer players who took part and made it the success it was. But enough of the award ceremony speeches, let's talk about gaming!

WHAT'S HAPPENED?

There's a more in-depth round-up of the campaign results in last month's White Dwarf and on the website, but to summarise: the forces of the Truthsayers have narrowly thwarted the plans of the Dark Master, who has fled the isle. Unfortunately, they have been unable to raise the protective mists which once shielded the isle and now all manner of adventurers and ne'er-do-wells can still land for treasure hunting and pillaging. With the Dark

Master's departure, large numbers of Lizardmen have been seen occupying the Bastion of the Old Ones. However, despite this overall victory for the forces of Order, the massive Dark Elf host that landed on Albion has established a sizeable enclave, anchored by several Black Arks that have beached upon the shores of the island. The High Elves patrol much of the coasts, guarding against further Dark Elf forces, while the armies of the Empire are busy creating a new state around the south-east. No single power controls all of Albion and the island is set for many more battles to come. It is unlikely that any one race will ever achieve total supremacy.

MORE BATTLES ON ALBION

The results of the campaign suggest a number of possibilities for further massed battles on the Isle of Storms. You may like to continue using the following scenarios from the Dark Shadows book: The Fens; The Ogham Stones; The Giants Causeway. Also, I've included a new scenario we've devised which

you may want to play, Reclaim the Stones, which you can find on page 17.

Getting a bit more specific, the scenarios in the Warhammer rulebook can be used to represent various battles that are likely to occur given the new situation on Albion, and here are some of the ideas I've had:

Battle on The Lost Road

Use Scenario 3 – Meeting Engagement (Warhammer, page 203) to represent two forces moving along the Lost Road running into each other. Fight the battle along the length of the table, ignoring the deployment rule that stops units deploying within 6" of the side edges. The road itself, a rather old and battered scattering of stone slabs these days, runs the length of the table. Units on the road may march an extra 2".

Into the Jungle

A force led by a Dark Emissary leads an expedition into the jungles now growing around the Bastion of the Old Ones. However, Lizardmen lie



Dark Emissary



Fenbeast



Truthsayer

in wait. Use the Lost Valley terrain rules detailed later, with Scenario 6 – Ambush on page 209 of Warhammer.

Steal the Ship

Desperate to flee the vengeance of the Truthsayers, a Dark Emissary has mustered an army to steal a vessel to escape from the shores of Albion. However, the owners aren't going to just give it up! Use Scenario 2 – Breakthrough, from page 201 of Warhammer.

SMALLER BATTLES

Albion is also perfect for devising skirmish scenarios. Rather than go into length here, I thought I'd just list some of the ideas I've had:

Hunt for Thrashlaar: Forces led by Empire Witch Hunters scour the Bleak Moor for the hiding place of Thrashlaar, the Strigoi vampire who now stalks the barren hills of that region. This could be based on the Vampire hunt scenario we published in White Dwarf 258 (and reprinted in the Warhammer Annual 2002).

Wighter than Wight: A small force of grave robbers have sailed across to the Isle of Wights to loot the tombs of the dead. Unfortunately, they didn't reckon on meeting quite so many of the unnatural creatures! Fighting against several Wights (Grave Guard, maybe a single Wight Lord!) and a host of Skeletons, can the looters get to the treasure? More importantly, can they escape with it?

Stop the Summoning: A Truthsayer or Dark Emissary is attempting to summon up a Fenbeast from the depths of the swamp, protected by his followers. Can his foes break through the defensive picket and stop him, or will they have to try and destroy the Fenbeast once it has been summoned?

Into the Giant's Lair: A particularly loud and belligerent Giant has set up lair in caves not far from an army's encampment. They cannot move out for fear of being attacked. However, the whole army cannot be sent in to deal with this problem, so

a few of the bravest individuals have volunteered to enter the cave systems and either slay or drive out the Giant.

TERRAIN

The Lost Valley: Using their great magics, the Slann Mage-Priests of the Lizardmen have begun to alter the climate of Albion and a new jungle is beginning to appear north of the Forge of the Old Ones. Therefore, it's perfectly reasonable to use the Lustria and the Southlands Terrain table for some of your battles. The Albion weather rules won't apply to battles fought here.

The Grim North: Alternatively, the far North of Albion has been even more heavily corrupted by the presence of the Dark Master and the massive influx of Chaos energy caused by the huge conflict. Battles fought north of the Citadel of Lead might take part in twisted areas of Albion represented by the Chaos Wastes terrain table. Unfortunately, it is still raining. After all, it's grim up north!

Neuland: As the Empire enclave begins to establish itself, men have started to try and cultivate the lands east of Bol-a-Hat and towards the site of Losterikson's third landing. The peasants who arrived after the armies have begun to dig drainage ditches, and a few farmsteads have sprung up. However, these are still fairly scattered. When generating terrain for battles fought in this area, use the Realms of Men generator from Warhammer, with the following entries replaced by those from the Albion terrain table: a Village becomes a Fen, a Ruin becomes Foetid Swamp, and a large building becomes a Stone Circle.

COMING HOME

Not all of the armies that fought on Albion remain there. Some of them will have to deal with the consequences of leaving their lands when they arrive back. Two ideas for such battles occurred to me, I'm sure you can think of others:

THE WINDS OF MAGIC

With the departure of the Dark Master, the winds of magic raging through Albion have finally begun to settle, though the rankings of the winds of magic at the end of the campaign continue to stay in effect. This only affects magic for battles fought on Albion itself.

Final results for the winds of magic are:

1. The Lore of Fire
2. Truthsayer magic
3. Dark Emissary magic
4. The Lore of Shadows
5. Dark Magic
6. The Lore of Light (and High Magic)
7. The Lore of Life
8. The Lore of Death (and Necromancy)
9. The Lore of Heavens
10. The Lore of Beasts
11. The Lore of Metals

Slay the Raiders: Whilst the army has been fighting on Albion, a marauding warband has devastated their lands (Dark Elves, Chaos, Orcs & Goblins, or Human brigands represented by Dogs of War).

The raiding army is caught in the centre of the table and is surrounded on three sides. They must attempt to break out and escape before the vengeful army wipes them out.

Usurped! On returning home, the general has found that his castle/mansion/cave/glittering spire has been taken over, either by a rival of the same race or perhaps an invading enemy.

Your army must fight a siege in order to reclaim your rightful place of power.

ALBION ON THE NET

If you're on the internet, why not discuss these scenarios with other players on our Albion message board. You can get to this by clicking the Community link at: www.games-workshop.com/albion

DARK EMISSARIES

Though the fighting on Albion is not as fierce as it was, still the struggle between the Truthsayers and the twisted Dark Emissaries continues. A Dark Emissary can be hired as a Dogs of War unit. They may be hired by Dark Elves, Skaven, Chaos (all types including armies with a daemonic general), Vampire Counts, Tomb Kings, Dwarfs, Empire, Bretonnia (this is an exception to the normal rule), Dogs of War and Orcs & Goblins.

A Dark Emissary costs 265 points, and uses up both a Rare choice and a Hero choice.

If fighting alongside a Dwarf army containing an Anvil of Doom, make two separate pools of Power dice in your own Magic phase: one pool to be used with the Anvil (D6+2 dice) and one to be used by the Emissary (two dice plus four for his Level).

In your opponent's Magic phase, you can group all your Dispel dice into a single pool.

Weapons: Staff of Darkness (hand weapon)

Armour: None

Mount: Always fight on foot

Spells: Dark Emissaries are Level 4 Wizards. They always use spells from the Dark Emissaries' list below.

SPECIAL RULES

The Spiral

5+ Ward save

The symbol of the Dark Master and a feared sign of damnation. Few enemies dare look upon it.

MAGIC ITEMS

Staff of Darkness

+1 to cast spells

	M	WS	BS	S	T	W	I	A	Ld
Dark Emissary	4	3	3	3	3	3	3	1	8

DARK EMISSARIES' SPELL LIST

D6	Spell	Casting value
1	Bolt of Dark Light	7+
2	Betrayal in Death	7+
3	Nightmare	7+
4	Curse of the Dark Master	8+
5	Fog of Death	10+
6	Coils of the Serpent	12+

BOLT OF DARK LIGHT

Cast on 7+

The Dark Emissary conjures the powers of the Dark Master and unleashes a deadly ray of pure dark energy.

The Bolt is a magic missile with a range of up to 18". If successfully cast, it hits its target and causes D6 Strength 5 hits.

BETRAYAL IN DEATH

Cast on 7+

Under the effect of this curse, enemy warriors who are mortally wounded are transformed into ghastly animated bodies and turn to attack their comrades.

This spell can be cast on an enemy unit that is engaged in close combat and within 18" of the caster. If successfully cast, models who fall casualty will attack their own side in a final spasm of unholy energy. The spell lasts until the start of the caster's next turn. Fight the combat as normal. Any model in the affected unit which is killed during the combat immediately makes one further attack against a member of his own unit before it is removed – this is regardless of whether the model has already fought or not. Models killed by their own comrades will not be affected, only those killed by the enemy. The warrior will drop any weapon he's carrying and attack with his bare hands in a zombie-like fashion, thus the attack is always resolved at the model's basic Strength. In the case of mounted models, models riding chariots or monsters and so forth, only riders strike. If the dying model has a choice of different friendly models to attack, the Dark Emissary may choose which. Casualties caused by this spell will affect that round's combat resolution.

NIGHTMARE

Cast on 7+

The perverse arts of the Dark Emissary creates the illusion of the enemy's worst fears in front of their very eyes.

This spell can be cast on an enemy unit visible to and within 24" of the caster, and which is not engaged in close combat. If successfully cast, the unit immediately takes a Panic test. Units immune to panic are immune to the effect of this spell.

CURSE OF THE DARK MASTER

Cast on 8+

Remains in play

The heart of the enemy is grasped by icy tentacles of fear and doubt, that sap their strength and their will to fight.

This can be cast on an enemy unit anywhere on the battlefield, even if engaged in close combat. If successfully cast, all models in the unit suffer a penalty of -1 to all their rolls to hit (both shooting and close combat attacks). Once cast, it remains in play until dispelled, or until the Wizard chooses to end it (which he can do at any time), attempts to cast another spell or is slain.

FOG OF DEATH

Cast on 10+

A mysterious fog rises from the ground, shrouding the entire battlefield. All fighting stops for a short time, while friend and foe alike are lost in the haze and sinister screams fill the air.

Each enemy unit on the table suffers D6 Strength 3 hits, randomise hits as per missile hits. The Dark Emissary has only a limited control over the nightmarish creatures he has summoned, so the casting player must roll a dice for each of his own units (excluding the Dark Emissary himself or the unit he is with). On a 4-6 nothing happens, on a 1-3 the unit is affected by the spell exactly like an enemy unit.

COILS OF THE SERPENT

Cast on 12+

A writhing form snakes its way from the outstretched hands of the Dark Emissary and wraps its coils around a single enemy warrior, crushing the life out of his body.

This can be cast on a single unengaged enemy model within 12" of the caster (you can even pick a character inside a unit, a war machine crew, or choose to hit the character or monster/chariot he is riding, etc). The victim must immediately take a Toughness test. If failed, the model is crushed to death (remember a roll of 6 is always a failure and models without a Toughness value fail only on a 6). No Armour saves or Ward saves are allowed.

TRUTHSAYERS

Though the fighting on Albion is not as fierce as it was, still the struggle between the Truthsayers and the twisted Dark Emmisaries continues. A Truthsayer can be hired as a Dogs of War unit. They may be hired by Lizardmen, High Elves, Wood Elves, Dwarfs, Tomb Kings, Empire, Bretonnia (this is an exception to the normal rule), Dogs of War and Orcs & Goblins.

A Truthsayer costs 265 points, and uses up both a Rare choice and a Hero choice.

If fighting alongside a Dwarf army containing an Anvil of Doom, make two separate pools of Power dice in your own Magic phase: one pool to be used with the Anvil (D6+2 dice) and one to be used by the Truthsayer (two dice plus three for his Level). In your opponent's Magic phase, you can group all your Dispel dice into a single pool.

Weapons: Staff of Light (counts as a halberd)

Armour: None

Mount: Always fight on foot

Spells: Truthsayers are Level 3 Wizards. They always use spells from the Truthsayers' list.

SPECIAL RULES

The Triskele

4+ Ward save

The magical symbol of their office, it also focuses positive energies onto Truthsayers, protecting them from harm.

MAGIC ITEMS

Staff of Light

+1 to dispel attempts

This counts as a halberd.

	M	WS	BS	S	T	W	I	A	Ld
Truthsayer	4	4	3	4	4	3	4	2	9

TRUTHSAYERS' SPELL LIST

D6	Spell	Casting value
1	Wings of Fate	5+
2	Light of Battle	6+
3	Gift of Life	7+
4	Blessing of Valour	8+
5	Boon of Courage	8+
6	Voice of Command	9+

WINGS OF FATE

Cast on 5+

The Truthsayer conjures a flock of enchanted birds to attack his enemies.

The flock is a *magic missile* with a range of up to 24". If successfully cast, the flock hits its target and causes 2D6 Strength 2 hits.

LIGHT OF BATTLE

Cast on 6+

A chosen regiment of warriors is protected by a shimmering barrier that deflects enemy missiles and blows.

This spell can be cast on one friendly unit anywhere on the battlefield, even if engaged in close combat. All models in the unit receive a 5+ Ward save until the beginning of the caster's next turn.

GIFT OF LIFE

Cast on 7+

Dying warriors that are lying broken on the battlefield are granted a new chance, their bodies are healed of all wounds and their strength is returned to them.

Each unit in the player's army is given back one model that has been removed as a casualty during the game. The model is placed back in its original unit, with its full complement of Wounds. The spell has no effect on units that have been destroyed or fled off the table. All characters, chariots and models with 4 or more Wounds on their profile who have been wounded get one lost Wound back. This spell has no effect on war machines (but it can restore a lost crew member).

BLESSING OF VALOUR

Cast on 8+

Remains in play

The prayers of the Truthsayer are heeded in the heavens and his warriors are filled with the strength and skills of the gods of hunting and battle.

This spell can be cast on a friendly unit which is anywhere on the battlefield, even if it is engaged in close combat. If successfully cast, all models that are in the unit get a bonus of +1 to all their rolls to hit (both shooting and close combat attacks). Once it is cast, the Blessing remains in play until it is dispelled, or until the Wizard chooses to end it (which he can do at any time), attempts to cast another spell or is slain.

BOON OF COURAGE

Cast on 8+

The warriors bear the commanding voice of the Truthsayer in their minds, calling upon their honour and bidding them to fight on, no matter how desperate their situation has become.

This spell can be cast on one friendly unit anywhere on the battlefield, even if it is engaged in close combat. If successfully cast, the unit is Unbreakable until the beginning of the caster's next turn.

If cast on a fleeing unit, the unit immediately rallies, regardless of how many models are left in it.

VOICE OF COMMAND

Cast on 9+

Hearing the booming voice of the Truthsayer, an enemy regiment suddenly stops in its tracks, doubt filling their minds, hesitation paralysing their limbs.

This spell can be cast on any enemy unit on the table. The unit must immediately take a Leadership test. If the test is failed, the unit immediately loses all its fighting spirit. The affected unit cannot move in its next Movement phase (except if the unit is subject to some form of compulsory movement, such as fleeing, stupidity, etc). In addition, the unit cannot shoot in its next Shooting phase. This spell has no effect on models that are Immune to Psychology.

FENBEASTS

The land of Albion is steeped in magic. The Ogham stones draw magical energy to the isle, and the soil, rocks, plants and even the fog, air and rain are saturated with this. The Truthsayers and Dark Emissaries can harness this energy in a number of ways, either harnessing it through the Ogham circles or drawing it in its raw state from the air and ground itself. One such way these wizards of Albion use this magical energy is to summon forth the elemental monsters known as Fenbeasts.

Albion is riddled with marshes and bogs, and many creatures founder whilst trying to cross them, being dragged down to a murky grave. At such places the mystical forces of Albion gather, drawn by death. When a person dies, it is said that their soul is trapped in the fens, unable to escape. At these places a wizard can perform certain rituals to summon forth that trapped spirit. A fist-sized stone inscribed with magical Ogham symbols is dropped in the mire at the place of the soul. A ritual involving the blood of the summoner binds the soul, the magic and the marsh as one, giving the wailing, insane spirit a

form. The Fenbeast then bursts forth from its muddy grave, the Ogham stone pulsating with energy at its centre. These creatures are totally without their own will, instead they are driven forth by the mind of their creator, to do their bidding.

Formed from mud and the detritus of the marshes, Fenbeasts are not living creatures in any true sense. They feel no pain and can reshape themselves to reform limbs that have been blown or chopped off. They have an elemental strength, drawing power from the ground beneath them to smash the enemy with fists as powerful as battering rams. They are without emotion, fearless beasts which will not stop as long as their master's will endures.

USING FENBEASTS IN GAMES OF WARHAMMER

Any army that includes a Truthsayer or Dark Emissary may field one or more Fenbeasts as Dogs of War. Up to 3 Fenbeasts may be included as a single Rare choice. No army may include more than 3 Fenbeasts.

	M	WS	BS	S	T	W	I	A	Ld
Fenbeast	6	3	-	5	5	4	2	3	10

Cost: 85 points each.

SPECIAL RULES

Single Model: Fenbeasts never form units and cannot be joined by characters – they always operate as units of one model with a Unit Strength of 4.

Unbreakable: Fenbeasts have no emotions to speak of and will never flee from combat. They follow the rules for Unbreakable models on page 112 of Warhammer.

Fear: Being horrific, unliving creatures, Fenbeasts writhe with supernatural energy. They cause *fear* as described on page 81 of Warhammer.

Fen-walker: Fenbeasts are completely at home in marshes and bogs, able to move with effortless speed. For the purposes of movement, they treat fens, marshes, morasses and similarly swampy terrain as open ground.

No Will: The Dark Emissary or Truthsayer controls the Fenbeast, if they should fall casualty then the magic that binds it to the world is released. If the Truthsayer or Dark Emissary in the army is slain, any Fenbeasts in the army immediately collapse and are removed.

Special Regenerate: Fenbeasts can tap into the energy of Albion through marshes and fens, rebuilding themselves from its substance. They have the Regeneration special rule (page 113 of Warhammer) when in marshes, fens, morasses, and similar swampy terrain features. Note that this does not include lakes, rivers or other types of 'pure' water feature. They are vulnerable to magical attack, however, and so in addition to fire attacks they may not regenerate magically inflicted wounds (from spells, magic items, etc).

Elemental Power

Casting roll: 6+ Fenbeasts are elemental creatures which thrive on the magic which suffuses the isle of Albion. This can be boosted by magical energy from the Truthsayer or Dark Emissary.

As well as their normal spells, Truthsayers and Dark Emissaries also have the Elemental Power spell, which is only of use on Fenbeasts. Pick a single Fenbeast within 18" of the caster. The Fenbeast immediately gains D3 Wounds, up to its starting value of 4.



ALBION SCENARIO: RECLAIM THE STONES

As the fighting subsides on Albion, many of the Stone Circles are still in the hands of the enemy. Even with the departure of the Dark Master, possession of the Ogham Stones can still bring great power. In this battle, one army is trying to oust an enemy force encamped within one of the stone circles.

ARMIES

Both armies are picked using the Warhammer army lists. Decide who is attacking and who is defending. The Attacker has 50% more points than the defender. For example, if 1,000 points are defending, the attacking army has 1,500 points. Due to the size of the defender's deployment zone, more than 1,500 points of defenders may be difficult to deploy with certain armies.

BATTLEFIELD

Place a stone circle in the middle of the table, with a 12" radius around the centre as shown on the map below.

No other terrain may be placed inside the circle. Leave a gap of at least 5" wide between each standing stone and the next (the stones themselves being impassable terrain). The terrain outside the circle can be laid out in any agreeable manner, but we suggest you use the Albion Terrain Generator and limit yourself to one extra piece of terrain per table quarter.

DEPLOYMENT

The Attacker can split his force into two parts, each attacking from opposite ends of the table. Note down on your army list which end each unit will attack from (A or B on the map below). Next, the defender sets up his army anywhere within the stone circle. The attacker then sets up his units in the deployment zones nominated earlier.

WHO GOES FIRST?

Both players roll a dice, the attacker adding +1 to his roll. The player who scores highest may choose whether to go first or second (re-roll ties).

LENGTH OF GAME

The game lasts for a random number of turns. At the end of the fifth turn, roll a dice. On a 2 or more play a sixth turn. At the end of the sixth turn, roll again and play a seventh turn on a roll of 3 or more, and so on.

VICTORY CONDITIONS

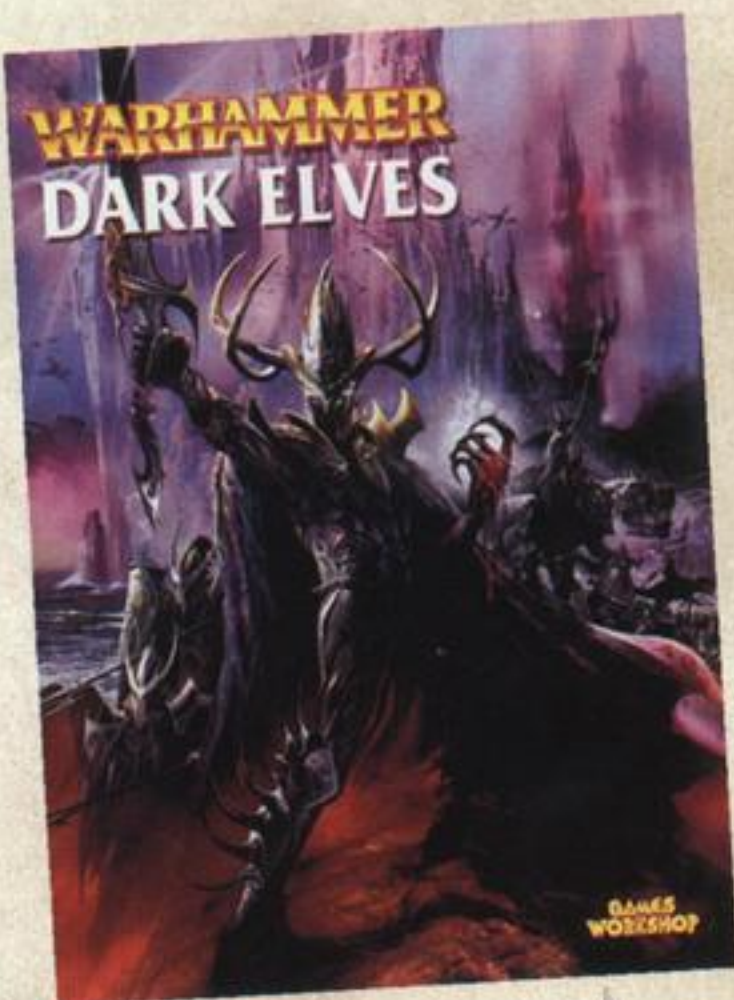
Players score Victory points equal to the points value of any units in the stone circle at the end of the game. Units below half strength count half their points values, units that are fleeing do not count at all, and neither do units with a remaining Unit Strength of less than 5. Look up the difference in Victory points on the Victory Points Chart on page 198 of Warhammer, using the points value of the defending force as the size of battle.

SPECIAL RULES

Ogham Magic: Any Wizard who is inside the stone circle at the beginning of the Magic phase will generate double the normal amount of both Power dice and Dispel dice. Add the dice to that Wizard's side's pool. Note that other models that normally generate Power or Dispel dice, such as Dwarf Runesmiths and Empire Warrior Priests, will generate double the normal number of dice as well. Magic items that generate Power/Dispel dice, and the Magic Resistance special rule, are unaffected.

Due to the sacred nature of the stone circle, no new Undead models can be raised inside the circle.





Dark Elf Warriors Regiment



Dark Riders



Dark Elf Cold One Knights



Dark Elf Corsairs



Dark Elf Black Guard



Dark Elf Executioners



Dark Elf Witch Elves

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This section is a celebration of some of the best armies we've seen from all over the world. Some of these have won Best Painted Army awards at Grand Tournaments, others are simply stunning collections that have caught our eye and we've shared with White Dwarf readers. Hopefully, you'll be inspired in your own collecting, modelling and painting, and who knows, perhaps your army will be featured in these pages in the future.

TOURNAMENT & GAMERS' ARMIES



e Knights

ck Guard

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KIST,

Darren Ivey's Vampire Counts army is built around a Norsca Strigoi Vampire Lord, and has kept a strong Norsca theme. His Vampire Thrall has been converted with brass rods and green stuff to give it a bat like form. In keeping with his theme, Darren paid great attention to small details, even modelling his Skeletal warriors with furs, skins and boots. The Giant Bats and Ghouls are also conversions.

Darren Ivey's VAMPIRE COUNTS



A converted Giant Bat.



This Skeleton regiment features bearskins on the backs of the miniatures.



Converted Ghouls, based on Ungor models.





Peter Seyfarth's BRETONNIANS

Peter Seyfarth painted this Bretonnian army in just two weeks. He has used many of the old range of models for his conversions as he found they merged well together. Little additions such as the Squires' hunting dogs can also really add character to an army.



Mounted Squires with dogs.



This Knight regiment uses the Green Knight's horse to great effect.



Paladin on Pegasus.

Paul Gayner's Night Goblin army features a whole host of fantastic conversions all based around his theme of a travelling band of scrap collectors. The mobile Squig Lobba, powered by a Troll, was a favourite of the judges and, although they didn't make an appearance in the army, we loved his converted giant Squig Hoppers.

Paul Gayner's NIGHT GOBLINS



Paul's converted giant Squig Hoppers delighted many competitors.





Two of the character models from Paul's army.



Troll-powered Squig Lobba.



Jeppé Danning's Lizardmen army was voted the Best Painted Army at this year's Warhammer Grand Tournament, and it's one of the most heavily converted armies we've ever seen! Here the entire army is displayed in all its grotesque glory.

Jeppé Danning's fully converted Lizardman army took eight months in total to build and paint. Considering the amount of work that has gone into the army, that is no small achievement. He built the army to play in the Danish Grand Tournament. The theme behind the creation of the mutated Lizardmen is the plagues which the Skaven unleashed in their incursions into Lustria and the after-effects on its inhabitants.

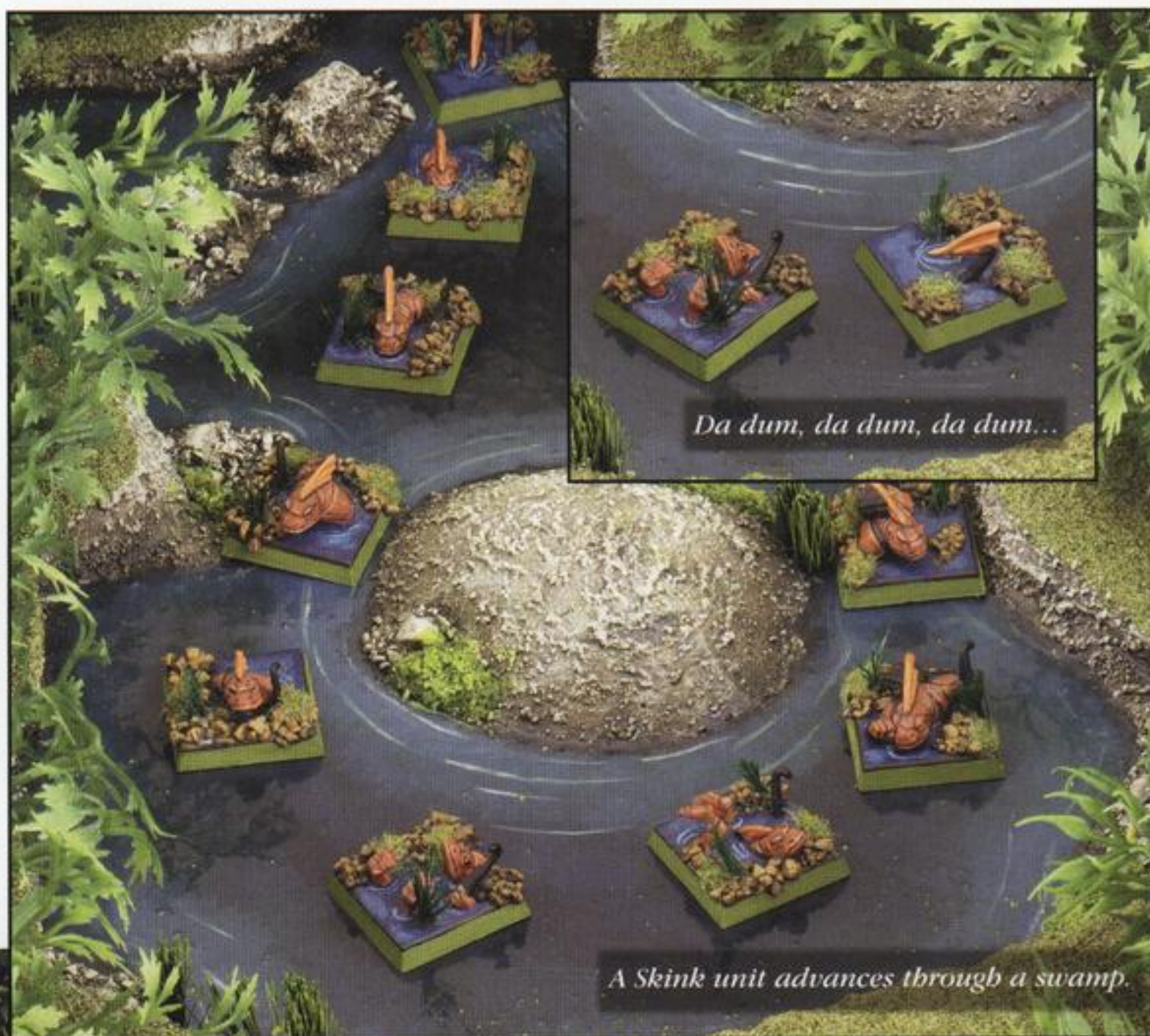
Jeppé used bits from the Orc and Goblin regiment sets, Skaven and even Pink Horrors in the conversions, and a great



Skink Shaman

Jeppé Danning's LIZARDMEN

WARHAMMER GRAND TOURNAMENT 2001 BEST ARMY



Da dum, da dum, da dum...

A Skink unit advances through a swamp.



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Kroxigors. Check out the Skink drummer and the dismembered Orc!

deal of Green Stuff. The biggest conversion is the Slann-Mage Priest, where Jeppe used the wings of the Chaos Dwarf Lammasu to create the back piece to the throne. He pinned the wings to the palanquin and bent them before positioning swarms of Skinks clambering over them. He also really likes the converted Kroxigor models, which he says performed rather well on the day of the tournament too. The Skink drummer on top of the Kroxigor's head is his particular favourite. Once Jeppe had started converting the force he found that he was unable to stop,

and the end result was that every model in the force, even down to each individual Skink, has been converted in some manner.

His colour scheme was consistent throughout the army and started with a basecoat of Vermin Brown, followed by mixing in Fiery Orange and Bestial Brown for the highlights. The Albino Slann-Mage Priest was painted with a basecoat mix of Skull White and Bestial Brown, adding Bleached Bone for each successive highlight stage. All of the weapons were painted using the same

colour scheme of Regal Blue, with Skull White and Bleached Bone added to this for the highlight stages. Jeppe has also paid a great deal of care and attention to the bases of his models, theming them to the background of the tropical swamps of Lustria. The overall effect is a colour scheme that unites and ties the army together.

If you want to see more of this awesome army then you can see every single model in on our website:

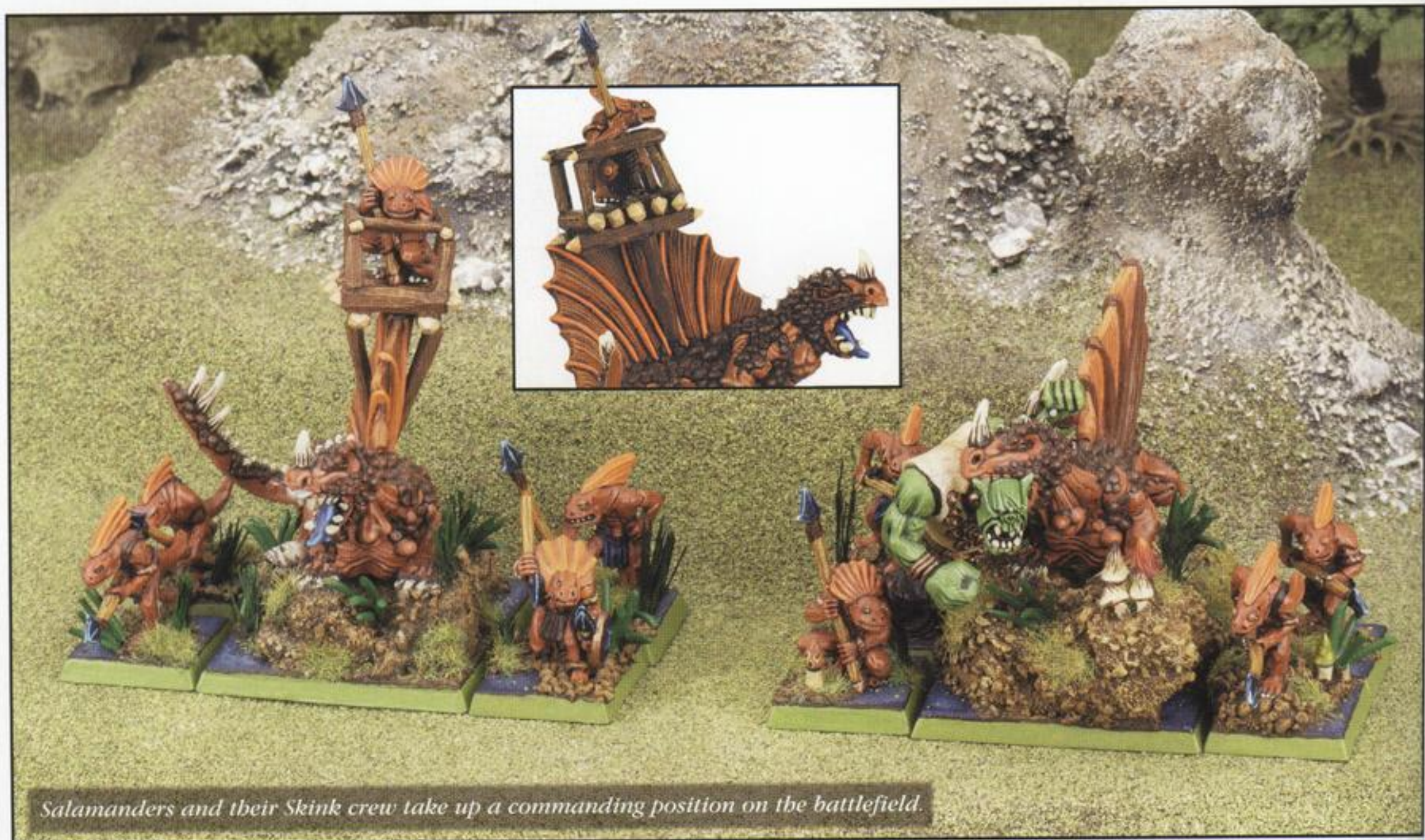
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swamp.





Chameleon Skinks





Skaven!



A Saurus regiment

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Lord Xalutec

Games Development's Anthony Reynolds has been collecting his Chaos army since joining the Studio. Here it is displayed in all its macabre glory.

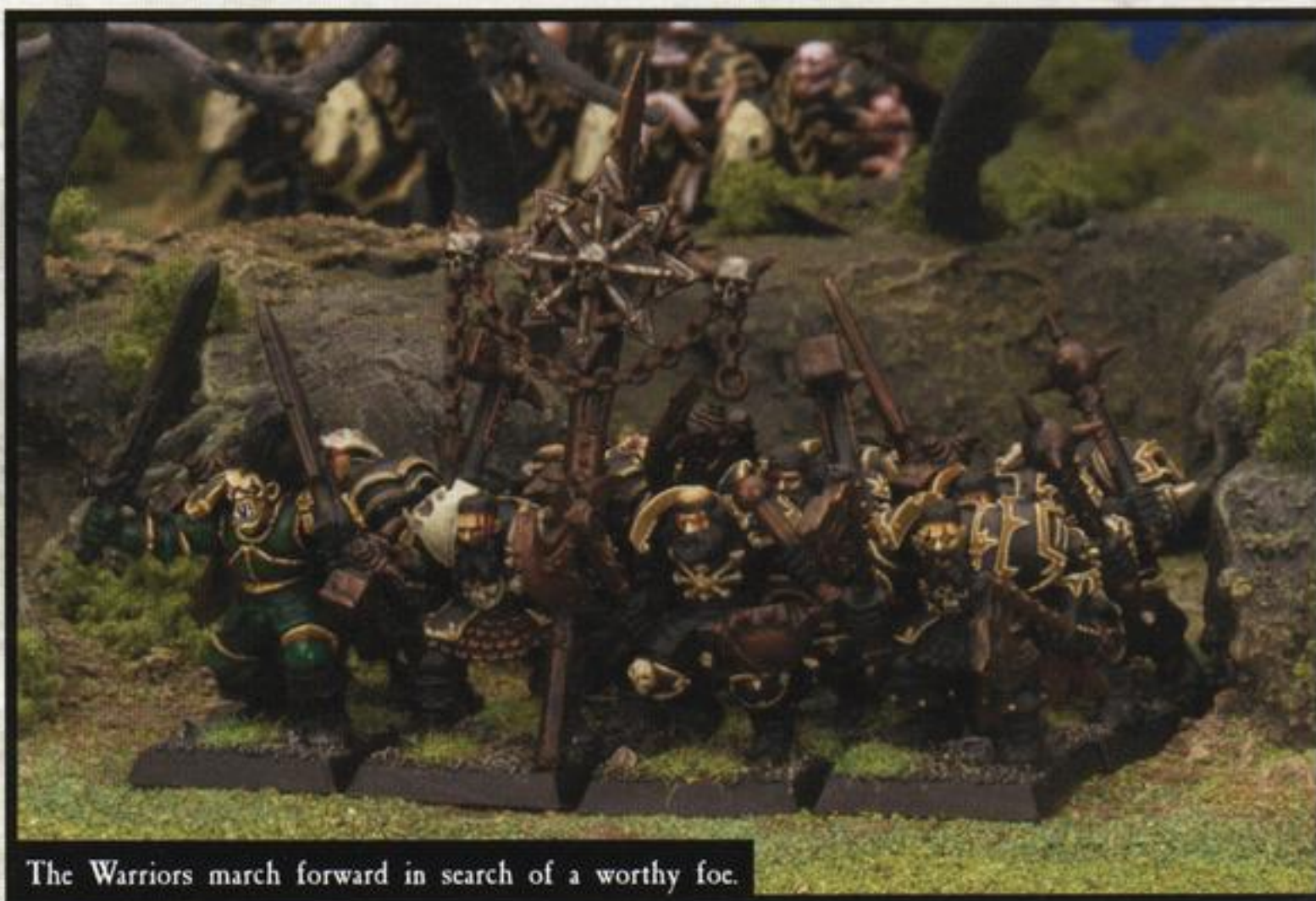
DESPOILERS OF THE NORTH

One of the reasons why Anthony was drawn to collect a Horde of Chaos, was because of the fact that it can be a real modeller's army; a modelling project that encourages conversions and allows you to create whatever your warped imagination can think of.

Anthony: "I tried to make my army appear to be a coherent force on the battlefield by painting it mainly with a black and bone colour scheme. Although the Plaguebearers were treated differently, by using the same basing technique they still look unified."



Anthony used Jes Goodwin's Champion of Chaos model as the basis for his Chaos Lord conversion. The axe blade in the right hand was snipped off, and a pair of Dark Elf blades were attached to create a rather unusual great weapon. The hand and axe on the left arm were removed and replaced with a hand taken from a Necron Flayed One, positioned to make the model look like it was beckoning his enemies forwards menacingly.



The Warriors march forward in search of a worthy foe.



Led by their Lord, Salanthus the Dark, the Despoilers of the North prepare for war.

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To make his mounted hero, Anthony used pieces from several different models, including the head from a Dark Emissary model, an old metal Chaos Steed and an old Knight of Chaos body. Green stuff was used to make the furs on the horse and the Champion. To do this, Anthony first cut a flat piece of Green Stuff into the rough shape he wanted and pushed it onto the model. Then, he trimmed the Green Stuff with a hobby knife until it had the shape he wanted. Finally, the rough, fur texture was created in the still pliable Green Stuff by using a modelling tool (although a cocktail stick would do).



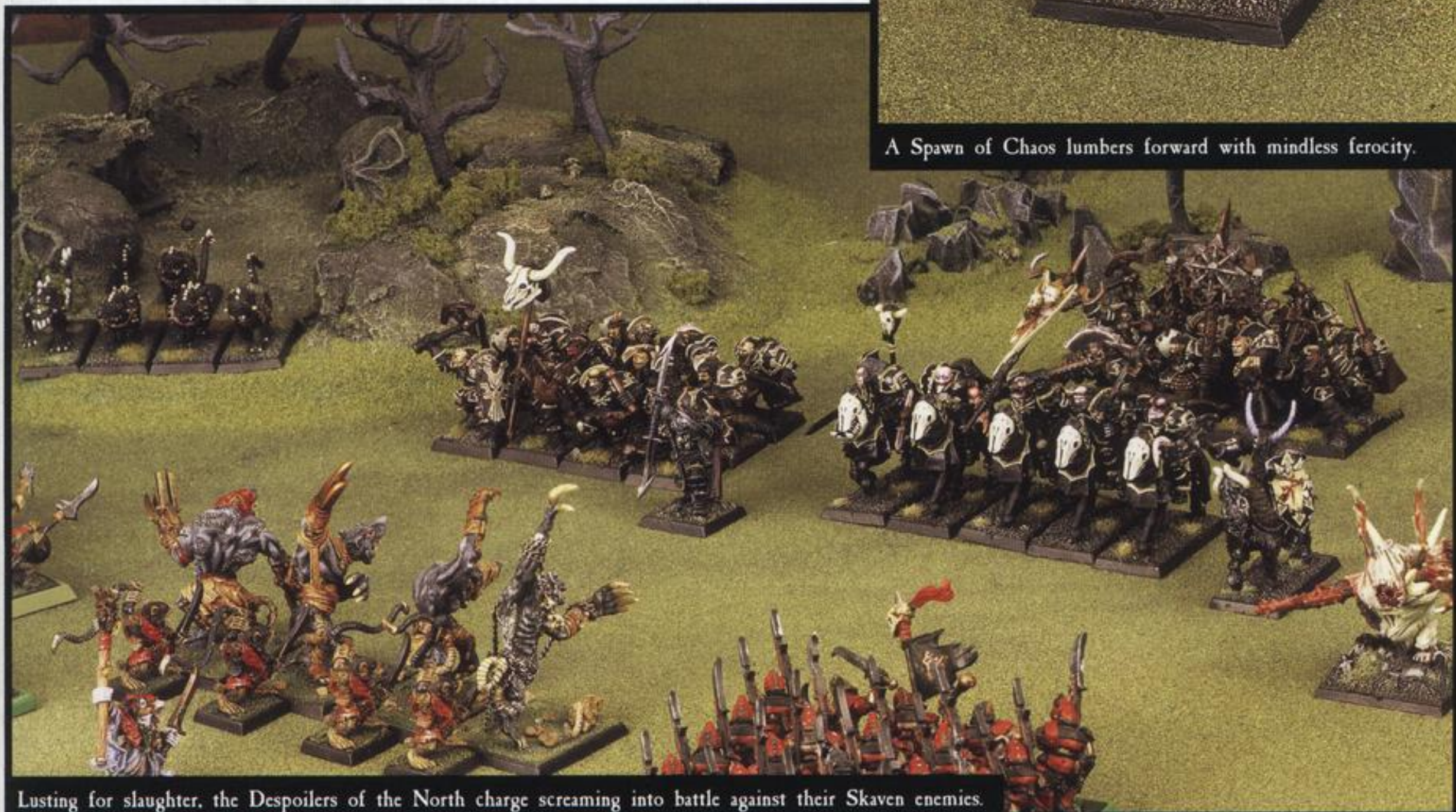
Anthony wanted his Daemon Prince to look more like a fallen angel than a typical daemon. The body of his model was based on Wood Elf Orion model, and hands were added from a Tyranid Warrior model. A pair of feathered wings were attached to Orion's back, rather than leathery wings, to make the Prince look more angelic. Lastly, Orion's antler-horns were removed and replaced with horns taken from a dragon model.



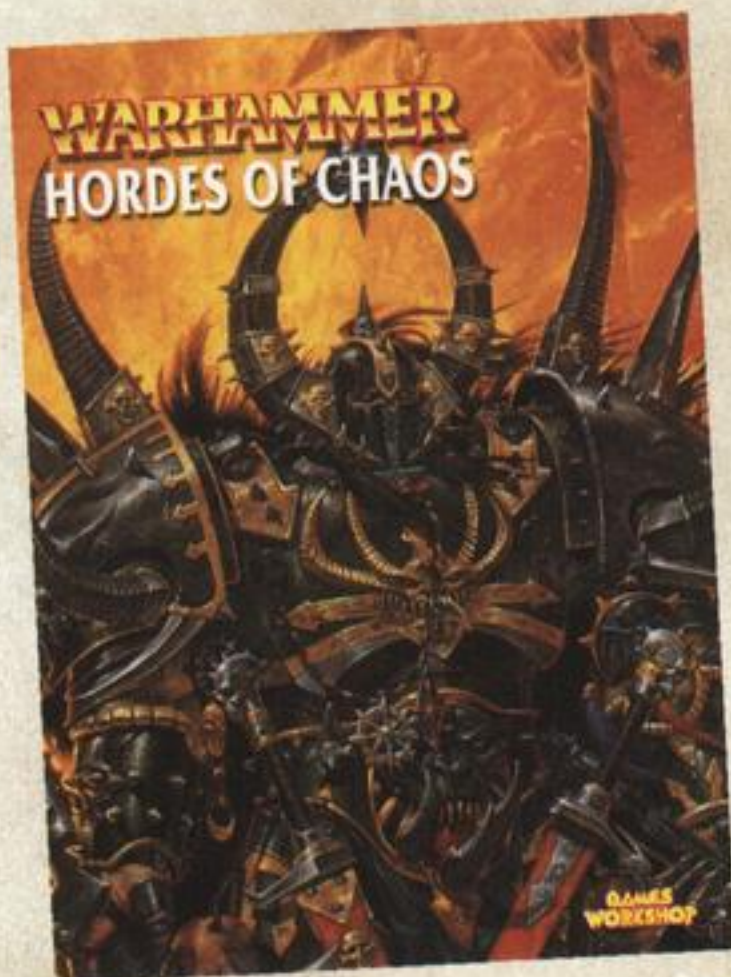
The Chaos Sorcerer, Shaardo-kah the Blessed One.



A Spawn of Chaos lumbers forward with mindless ferocity.



Lusting for slaughter, the Despoilers of the North charge screaming into battle against their Skaven enemies.



Archagon, Lord of the End Times

Chaos Champion of Khorne



Knights of Chaos



Lord of Khorne



Marauders of Chaos



Warriors of Chaos



Marauder Horsemen



Sorcerer of Chaos & Familiar

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NEW ARMY LISTS & UNITS

White Dwarf has brought its readers all manner of new rules over the past year, and they are collected together here. After further games and taking into account comments from players, we are glad to announce that the optional Dark Elf Garrison list first presented in White Dwarf issue 264 gains our stamp of approval. We think that this army is as balanced and fair as those of the Armies books and players should feel free to use

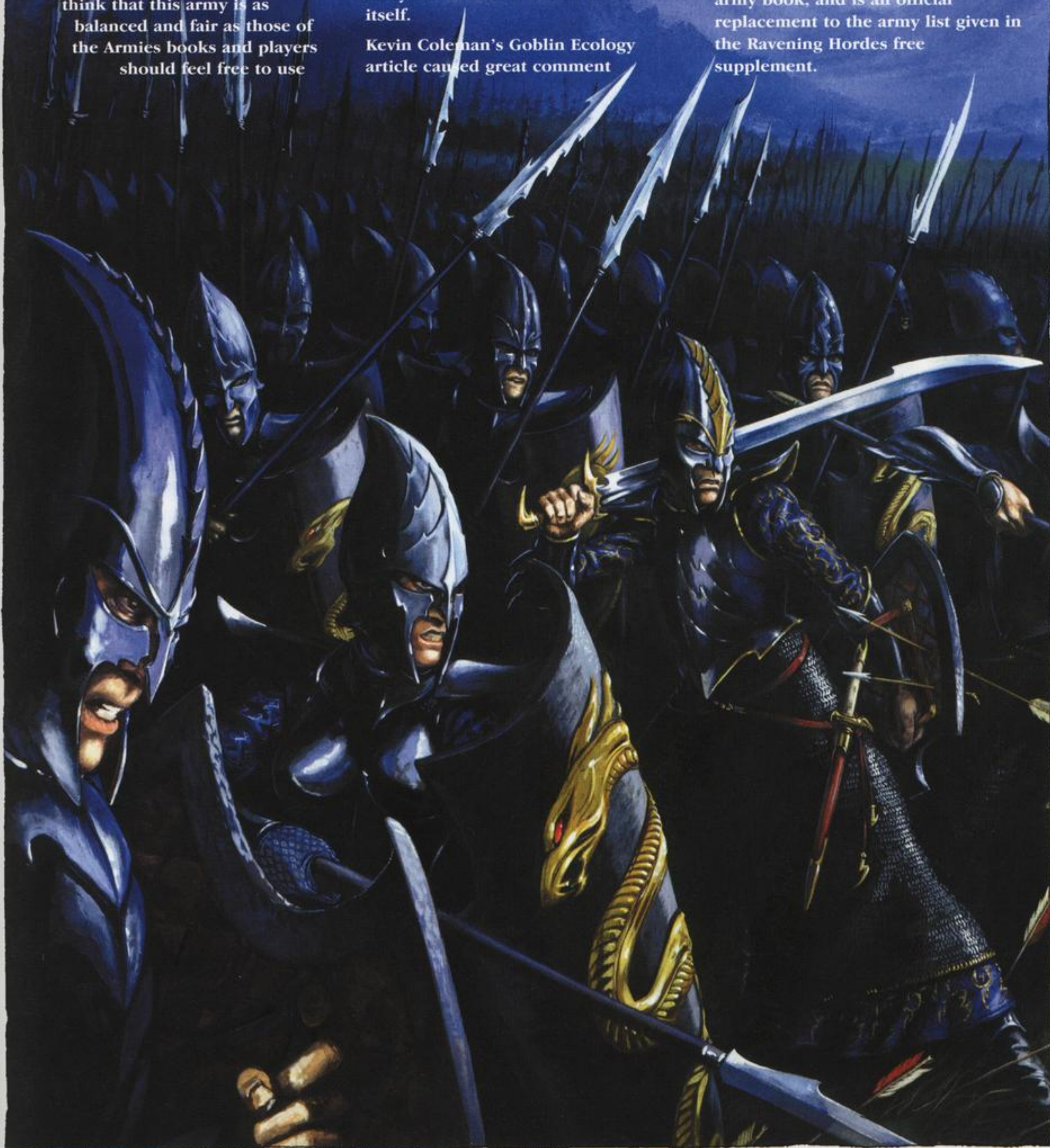
this for choosing their armies, without asking their opponent's permission. In short, it's now 'official'!

Ruglud's Armoured Orcs are another official addition to the Warhammer range, and the details for including this Regiment of Renown in your army can be found within the article itself.

Kevin Coleman's Goblin Ecology article caused great comment

amongst gamers everywhere. Always intended as a bit of fun and an opportunity to do some modelling, these rules are still optional and so you should check with your opponent that it's okay to use them.

Finally, the Wood Elf list is a preview of things to come from the Wood Elf army book, and is an official replacement to the army list given in the Ravening Hordes free supplement.



Khorne

Khorne

Chaos

familiar

KIST,

Dark Elves are raiders beyond compare. However, on occasion there have been threats to their cities and towers, and here's an army list so that you can field a defensive force of Druchii.

CITIES OF THE DAMNED

Dark Elves City Garrison Armies by Kevin J. Coleman

The Dark Elves live in six heavily fortified cities of black iron and steel that tower over the icy land of Naggaroth like gargantuan stalagmites. These forbidding places are filled with bitter hatreds and heinous evils, their dungeons racked with prisoners in extreme agony, whose wailing shrouds the land with unearthly terror.

Most do not dare assault these bastions of doom, yet there are those brave enough, or perhaps foolish enough, to take on such a task. When this happens, the elite

City Garrison is called forth to protect their cities and

outposts, using their spears and repeater crossbows with exceptional proficiency, and slaughtering their enemies without mercy. Those attackers unfortunate enough to survive become tortured slaves for the rest of their meaningless lives.

CITY GARRISON ARMY LIST

Here are rules for using a variant of the Dark Elves army. If you wish to play a Dark Elves City Garrison army then use the following list instead of the one published in the Dark Elves Armies book.

The Dark Elves City Garrison army list follows the same strict guidelines given on page 24 and 25 of the Dark Elves Armies book.

SPECIAL RULE

Garrison Formation

A unit with Garrison Formation may mix both models armed with spears and repeater crossbows in the same unit. When taken in this manner, all repeater crossbowmen must be placed in the first rank and remain there. The second and following ranks are made up entirely of spearmen. During the game, remove casualties from the back of the unit as normal; it is assumed that spear-armed models step forward and discard their spears to pick up the repeater crossbows of the fallen first rankers. Only when all the spearmen have been slain can casualties be taken from the repeater crossbowmen in the first rank.



LORDS

CITY COMMANDER 125 points each

	M	WS	BS	S	T	W	I	A	Ld
City Commander	5	7	6	4	3	3	8	4	10

Weapons: Hand weapon.

Options:

- May choose either an additional hand weapon (+6 pts), halberd (+6 pts), great weapon (+6 pts) or, if mounted, a lance (+6 pts).
- May also be armed with a repeater crossbow (+15 pts).
- May wear either light armour (+3 pts) or heavy armour (+6 pts), may be given a Sea Dragon Cloak (+9 pts), and may also carry a shield (+3 pts).
- May ride either a Cold One (+39 pts) or a Dark Steed (+18 pts). Alternatively, may be mounted in a Cold One Chariot included as a separate Special choice, replacing one of the crew.
- May choose magic items from the Common and/or Dark Elf magic items lists, with a maximum total value of 100 points.

Special Rules: *Hate* High Elves.

HEROES

DARK ELF NOBLE* 70 points each

	M	WS	BS	S	T	W	I	A	Ld
Noble	5	6	6	4	3	2	7	3	9

Weapons: Hand weapon.

Options:

- May choose either an additional hand weapon (+4 pts), halberd (+4 pts), great weapon (+4 pts) or, if mounted, a lance (+4 pts).
- May also be armed with a repeater crossbow (+10 pts).
- May wear either light armour (+2 pts) or heavy armour (+4 pts), may be given a Sea Dragon Cloak (+6 pts), and may also carry a shield (+2 pts).
- May ride either a Cold One (+26 pts) or a Dark Steed (+12 pts). Alternatively, may be mounted in a Cold One Chariot included as a separate Special choice, replacing one of the crew.
- May choose magic items from the Common and/or Dark Elf magic items lists, with a maximum total value of 50 points.

Special Rules: *Hate* High Elves.

0-1 SORCERESS 90 points each

	M	WS	BS	S	T	W	I	A	Ld
Sorceress	5	4	4	3	3	2	5	3	8

Weapons: Hand weapon.

Magic: A Sorceress is a level 1 Wizard.

She may choose one of the following lores: Shadow, Death or Dark magic.

Options:

- May be upgraded to a level 2 Wizard for +40 pts.
- May ride either a Cold One (+26 pts) or a Dark Steed (+12 pts).
- May choose magic items from the Common and/or Dark Elf magic items lists, with a maximum total value of 50 points.

Special Rules: *Hate* High Elves; *Sect Enmity*.

When a Dark Elf city is under siege or attack, the highest ranking military noble assumes the title of City Commander and takes full control of the city's garrison.

Lords are severely limited in number and are quite expensive, but make the best army generals.

CHARACTERS' MOUNTS

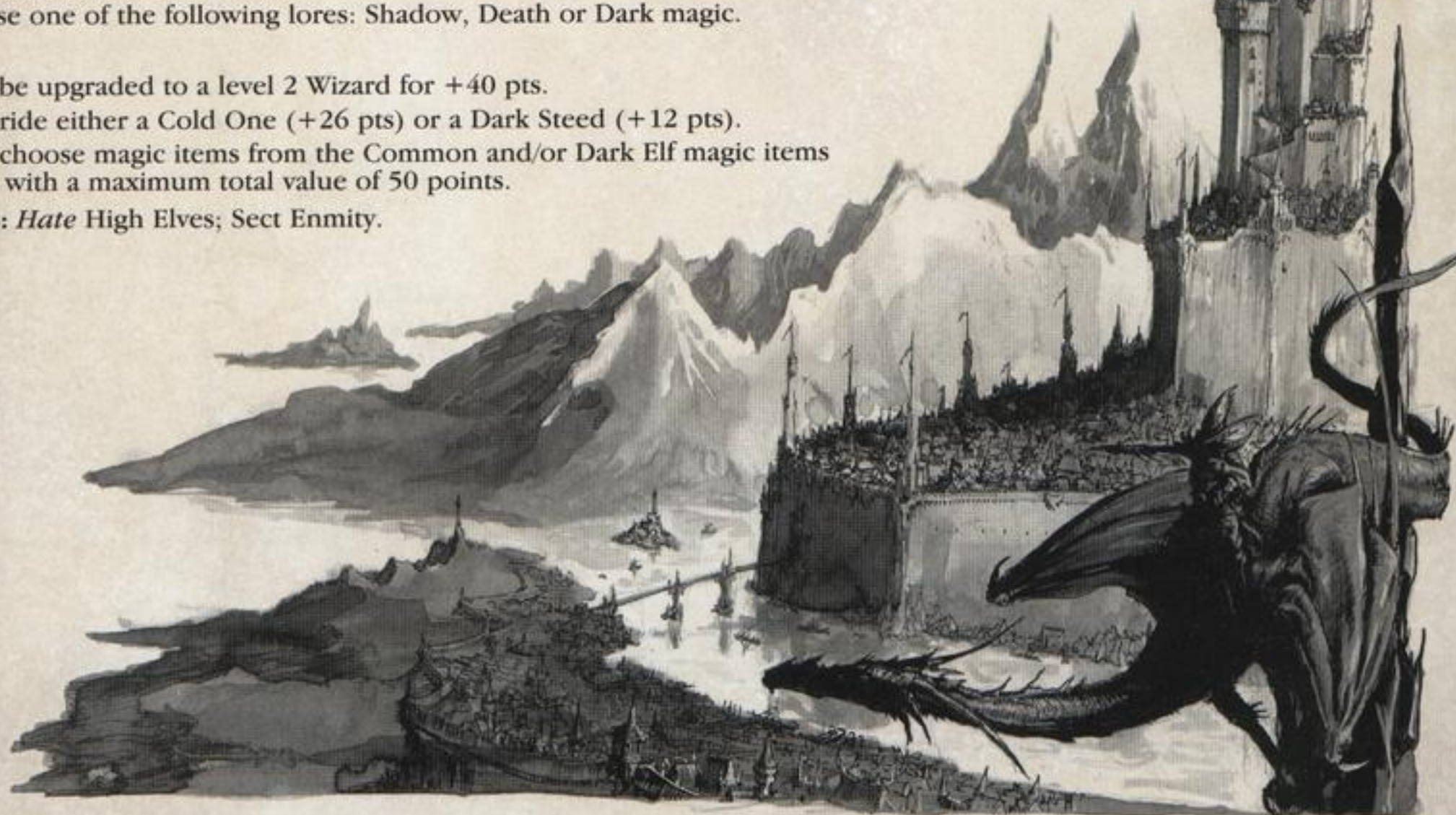
Here are the profiles for mounts that can be ridden by Dark Elf characters. Full rules for Cold Ones and Dark Steeds can be found on pages 7-8 of the *Dark Elves Armies* book.

	M	WS	BS	S	T	W	I	A	Ld
Cold One	7	3	0	4	4	1	3	1	3
Dark Steed	9	3	0	3	3	1	4	1	5

Lesser Dark Elf Nobles become the lieutenants of the City Commander and carry out his orders efficiently.

* One Dark Elf Noble in the army may carry the city's Battle Standard for +25 pts. See page 27 of the *Dark Elves Armies* book for details on the Battle Standard Bearer.

A Sorceress will support the City Garrison with fiendish Dark Magic, crushing would-be conquerors with horrific spells of destruction.



Core units are the most common warriors in the army. There is a minimum number of Core units that must be fielded, and this varies with the size of the army (see page 25 of the *Dark Elves Armies* book).

There is no limit on the amount of Core units that can be fielded in the army, but a maximum of one unit of Cold One Knights can be present on the battlefield.



A Dark Elf City Guard unit stands ready for battle.

CORE UNITS

CITY GUARD 9 points per model

	M	WS	BS	S	T	W	I	A	Ld
City Guard	5	4	4	3	3	1	5	1	8
Lordling	5	4	4	3	3	1	5	2	8

Unit Size: 10+

Weapons & Armour: Hand weapon, spear, and light armour.

Options:

- Any unit may be equipped with shields for +1 pt/model.
- Any number of models in the unit may replace spears for repeater crossbows for +4 pts/model.
- Upgrade one City Guard to a Musician for +5 pts.
- Upgrade one City Guard to a Standard Bearer for +10 pts.
- Promote one City Guard to a Lordling for +10 pts.
- One City Guard unit in the army may have a magic standard worth up to 50 points.

Special Rules: *Hate* High Elves; Garrison Formation.

DARK ELF WARRIORS 9 points per model

	M	WS	BS	S	T	W	I	A	Ld
Warrior	5	4	4	3	3	1	5	1	8
Lordling	5	4	4	3	3	1	5	2	8

Unit Size: 10+

Weapons & Armour: Sword (hand weapon), light armour and shield.

Options:

- Upgrade one Warrior to a Musician for +5 pts.
- Upgrade one Warrior to a Standard Bearer for +10 pts.
- Promote one Warrior to a Swordmaster for +10 pts.

Special Rules: *Hate* High Elves.

0-1 COLD ONE KNIGHTS 29 points per model

	M	WS	BS	S	T	W	I	A	Ld
Knight	5	5	4	3	3	1	5	1	8
Dread Knight	5	5	4	3	3	1	5	2	8
Cold One	7	3	0	4	4	1	3	1	3

Unit Size: 5+

Weapons & Armour: Lance, hand weapon, heavy armour and shield.

Options:

- Upgrade one Knight to a Musician for +9 pts.
- Upgrade one Knight to a Standard Bearer for +10 pts.
- A Standard Bearer may carry a Magic Standard worth up to 50 pts.
- Promote one Knight to a Dread Knight for +10 pts.

Special Rules: *Hate* High Elves; *Stupidity*; *Cause fear*; Thick-skinned.



SPECIAL UNITS

REAPER BOLT THROWER* 100 points per model

	M	WS	BS	S	T	W	I	A	Ld
Crew	5	4	4	3	3	1	5	1	8
Reaper	-	-	-	-	7	3	-	-	-

* Up to two Reaper Bolt Throwers may be taken as one Special choice.

Unit Size: One Reaper Bolt Thrower with two crew.

Weapons & Armour: The crew has hand weapons and wears light armour.

Special Rules: Repeater Bolt Thrower; *Hate* High Elves.

COLD ONE CHARIOTS 95 points per model

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	5	4	-	-	-
Crew	-	4	4	3	-	-	5	1	8
Cold One	7	3	-	4	-	-	3	1	-

Unit Size: Each Cold One Chariot is a separate unit, with two crew pulled by two Cold Ones.

Weapons: Crew carries hand weapons. The chariot has scythed wheels.

Armour Save: 4+

Options: The crew may have repeater crossbows for +10 pts and/or spears for +2 pts. Certain characters may ride a chariot. They replace one of the crew, and the points value of the crew member is lost.

Special Rules: Crew *Hate* High Elves; *Stupidity*; *Cause Fear*; Chariot.

DARK RIDERS 18 points per model

	M	WS	BS	S	T	W	I	A	Ld
Dark Riders	5	4	4	3	3	1	5	1	8
Herald	5	4	5	3	3	1	5	1	8
Dark Steed	9	3	0	3	3	1	4	1	5

Unit Size: 5+

Weapons & Armour: Hand weapon, light armour, and spear.

Mounts: Dark Steed.

Options:

- Any unit may have repeater crossbows for +6 pts/model.
- Upgrade one Dark Rider to a Musician for +7 pts.
- Upgrade one Dark Rider to a Standard Bearer for +14 pts.
- Promote one Dark Rider to a Herald for +14 pts.

Special Rules: Riders *Hate* High Elves; *Fast Cavalry*.

Special Units are extremely specialised troops that appear on the battlefield less often than basic regiments.

Dark Elf cities are protected by several war machines such as the infamous Reaper Bolt Throwers and Cold One Chariots. Dark Riders are sent to scout out the movements of an invading army.

There is a maximum number of Special Units that can be fielded, and this varies with the size of the army (see page 25 of the Dark Elves Armies book).



A Reaper Bolt Thrower prepares to fire.



A Dark Elf Chariot charges into battle.

RARE UNITS

Flocks of Harpies can be seen circling over the Dark Elf cities, screeching and waiting for the chance to dive down upon those too weak to defend themselves.

There is a maximum number of Rare units that can be fielded, and this varies with the size of the army (see page 25 of the Dark Elves Armies book). A maximum of one unit of Shades may be present on the battlefield.



HARPIES 13 points per model

	M	WS	BS	S	T	W	I	A	Ld
Harpy	4	3	3	3	3	1	4	1	6

Unit Size: 5-20

Weapons : Vicious claws and temperament (counts as two hand weapons).

Special Rules: Flying unit; Beasts.

0-1 SHADES 14 points per model

	M	WS	BS	S	T	W	I	A	Ld
Shade	5	4	4	3	3	1	5	1	8
Bloodshade	5	4	5	3	3	1	5	1	8

Unit Size: 5+

Weapons: Hand weapon and repeater crossbow.

Options:

- Any unit may have light armour for +1 pt/model.
- Promote one Shade to be a Bloodshade for +12 pts.

Special Rules:

Hate High Elves; Skirmishers; Scouts.



The Dwarves get more than they bargained for when they come to settle an old grudge.

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Ruglud's Armoured Orcs were one of the original Regiments of Renown for Warhammer back in its earliest editions, and have now been updated to the sixth edition rules with some lovely new models.

RUGLUD'S ARMOURED ORCS

A Greenskin Regiment of Renown by Anthony Reynolds

Ruglud Bonechewer is a powerful and wealthy Orc mercenary who sells his services all across the known world, from the treacherous Badlands in the south up through the realm of the Border Princes and throughout the mountains surrounding the Empire. Rumours suggest that even the Empire itself has hired his services on occasion. Ruthless to the core, Ruglud's only loyalty is to himself and he has been known to change sides during battle if offered more payment and, more importantly, more opportunity to loot and pillage. Over the years the band has equipped itself with a motley assortment of equipment, stripping scraps of armour from countless defeated foes, and always taking the crossbows and bolts that they prize so highly.

Ruglud Bonechewer was once a mighty Orc warlord, leading the Crooked Eye tribe to countless victories. Uniting the local tribes, his army stormed through the Grey Mountains and Worlds Edge Mountains. He staged numerous successful raids on Dwarf strongholds and Empire towns, as well as upon various Goblin tribes that refused to grovel before him.

Ruglud suffered one devastating defeat, many miles to the east of the Old World, and in that defeat he also lost his position as warlord of the Crooked Eye. Caught in a cunning and well implemented ambush by a powerful Chaos Dwarf force, his tribe were cut down in their hundreds by the withering hail of missile fire that the Chaos Dwarfs sent into their midst. The Orcs return fire was unsurprisingly inaccurate. The

heavy armour worn by the Dwarfs deflected the few arrows that found their targets.

As Ruglud fled, many of his tribe turned on him, blaming him in typical Orcish manner for the defeat. Ruglud bullied a small group of the Orcs into staying by his side and fled with them to the south, pursued by the arrows and insults of his former tribe.

They came across an ancient, seemingly impenetrable stronghold built into the mountainside. It appeared to be deserted, and the superstitious Orcs cowered at the sound of the wind howling over its blackened battlements. As they picked their way around the huge boulders at the base of the stronghold walls, the smallest member of the group, the runt known only as 'Maggot', tripped and fell. Ruglud blinked



Ruglud's Armoured Orcs

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Ruglud's Orcs prepare to unleash death from their crossbows.

in surprise, for the Goblin had disappeared from sight. Moments later, he stuck his head up through a hole in the ground, exclaiming that he had found a tunnel.

The Orcs refused to enter the tunnel, scared of the 'bad spirits' that inhabited the stronghold. Ruglud pushed the Orcs aside roughly, determined to show them that he was not afraid. Besides, he thought, there might be something worth looting inside. Ruglud grabbed Maggot by the scruff of his neck, forcing him to walk in front of him into the low tunnel.

They came upon a scene of devastation, the aftermath of a titanic battle in the tunnels and grand halls of what must have been a Dwarf stronghold. Dwarf bodies lay strewn across the floors in unbelievable numbers, and at first it looked to Ruglud as if Dwarf had been fighting Dwarf. As he looked closer at the bodies, he saw that some were the Chaos

Dwarfs that he had suffered his great defeat against.

Bloodied armour and weapons were scattered across the stone floor. At Ruglud's feet lay a Dwarf crossbow, which he picked up absently in one huge hand. His gaze lingered on the weapon as a sizeable lump of masonry suddenly fell on his thick head, and a moment of inspiration washed over him. The unexpected thought filled his cunning Orcish mind: "If ya can't beat em, join 'em!" He began to strip the armour off the Dwarfs' bodies, haphazardly strapping the plates to his oversized frame. Climbing unsteadily out of the hole, he stood before his Orc followers who fell back before him. With a strange, determined look in his eyes, he growled at the Orcs: "We'll show 'em how it's done."

And so Ruglud's Armoured Orcs were

formed, the only known band of Orcs to implement the combination of armour and crossbow. They are still disliked and distrusted by other Orc tribes, but their fighting qualities are grudgingly accepted. Wherever the band travels, it fights for gold and for food, and for the chance to strip the enemy of anything worth taking.



Ruglud was pleased. He had heard rumours of much activity on the other side of the great mountains, and had managed to bully the Black Spider tribe into hiring his services when he heard they were making the journey. Ruglud and his mercenaries had travelled beneath the great mountains with the tattooed Goblin tribe, though the forest-dwellers disliked being so far beneath the earth. The superstitious Goblins had cowered at the slightest noise in the darkness, and stared in wide-eyed bewilderment at the crossbows strapped to the backs of Ruglud and his company. Since emerging into the twisted forest on the other side of the mountains, the fighting had been almost constant. The crazed Goblin Shaman Stikrit had paid Ruglud well, giving him first pickings of the bodies. And there had been lots of bodies in the last week.

A savage, braying roar echoed beneath the dark canopy of trees. Ruglud slapped a crossbow bolt into place, his huge hands working the mechanism with surprising dexterity. His massive frame was covered in scraps of armour stripped from defeated foes; some pieces were black and spiked, others were painted in coloured lacquer,

while still other pieces were long rusted. Attired similarly in an assortment of mismatched armour, the Orcs around him mirrored his actions, readying their crossbows.

Dark, hunched shapes raced through the trees towards the lines of Goblins. Cloven hoofs pounded the wet soil as twisted Beastmen ducked under branches and leapt over fallen logs. Their faces were contorted masks of brutish hatred, lips flecked with foam curling back to expose sharp teeth. Tall horns rose from their brows, and they carried huge, crude axes in their hands.

Maggot, the small Goblin that stood at Ruglud's side, looked up at the large Orc. "Third lot this week. Good for business, eh boss?" Ruglud merely grunted in response.

The Black Spider Shaman Stikrit turned his gaze towards Ruglud. His eyes were glazed behind the spider tattoo covering his face, a result of self-induced toxins racing through his body.

"Kill them," the Shaman stated flatly.

Ruglud grinned menacingly at the Goblin leader, huge broken teeth protruding at all angles from his maw, and swung his crossbow up towards the rapidly approaching Beastmen. A bolt sliced through the air from the crossbow of one of the Orcs, embedding itself harmlessly in a tree.

"Not before my signal!" bellowed Ruglud, turning and

punching the Orc in the face with a huge, balled fist.

Grumbling, Ruglud raised his crossbow once more, squinting an eye to focus on one of the approaching creatures, a twisted beast with bloody, swirling patterns painted on its fur. As the Beastmen got rapidly closer, the drugged Shaman looked at Ruglud in alarm. Concern for his personal well-being pushed through the mind-altering toxins that coursed through his veins. Ruglud's large, fleshy tongue protruded from the side of his mouth as he concentrated on his target.

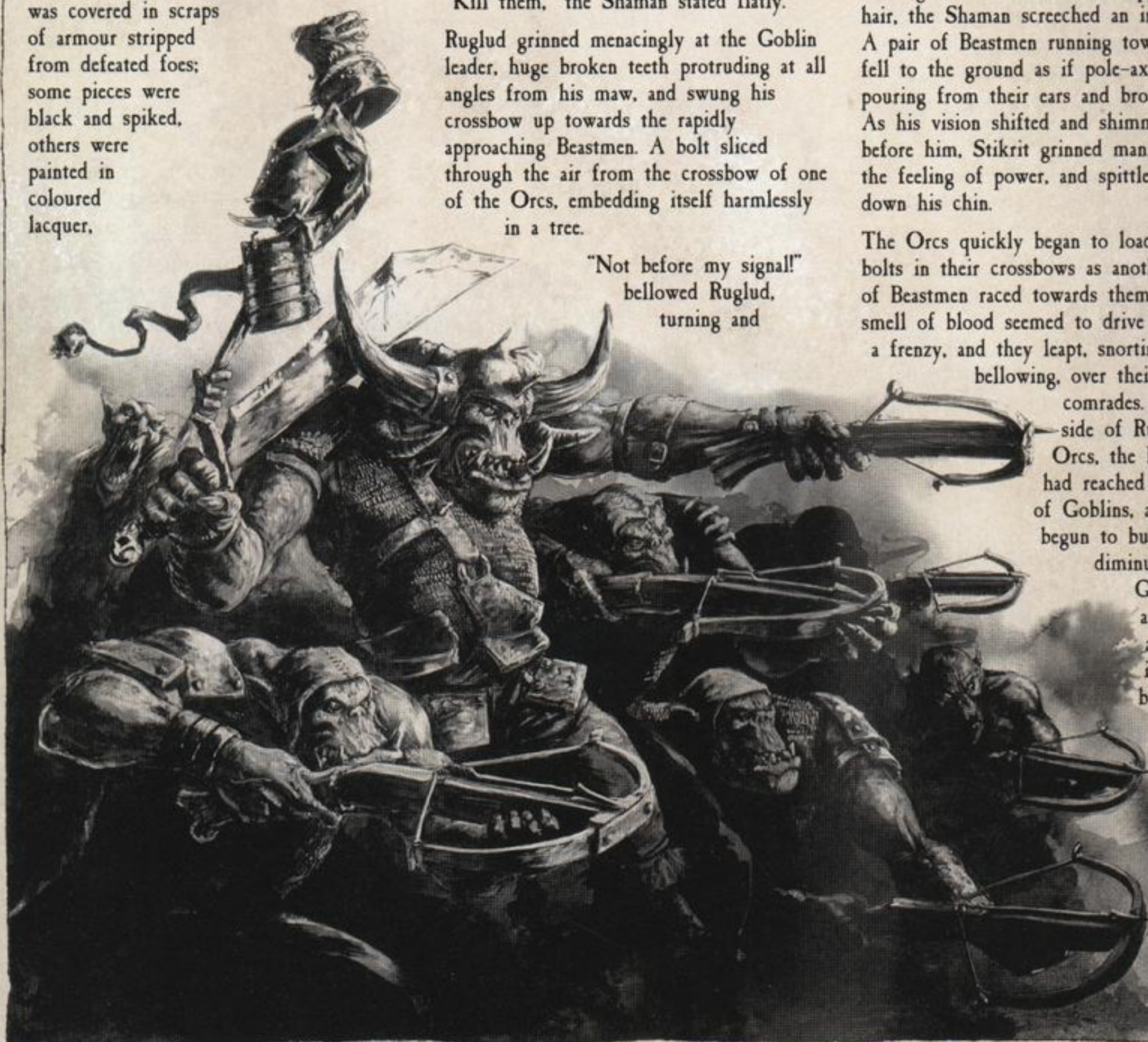
"Nail 'em!" Ruglud shouted at the last moment.

A flurry of black bolts hurtled through the air, many thudding into trees along the way, but still more finding their mark. The first wave of Beastmen fell to the ground, their cries of pain sounding strangely Human. The target Ruglud himself had picked out rolled on the ground, blood frothing around the bolt protruding from its throat.

Waving a bundle of bones wrapped in hair, the Shaman screeched an incantation. A pair of Beastmen running towards him fell to the ground as if pole-axed, blood pouring from their ears and broad noses. As his vision shifted and shimmered before him, Stikrit grinned maniacally at the feeling of power, and spittle dribbled down his chin.

The Orcs quickly began to load more bolts in their crossbows as another herd of Beastmen raced towards them. The smell of blood seemed to drive them into a frenzy, and they leapt, snorting and bellowing, over their fallen comrades. On either side of Ruglud's Orcs, the Beastmen had reached the lines of Goblins, and had begun to butcher the diminutive

Greenskins, axes rising and falling in brutal, bloody arcs.



Shaman Stikrit smiled to himself, pleased that he himself was standing with his Orc hirelings.

Great black spiders dropped from the darkened canopy above, tattooed Goblins clinging onto their bristling backs. They fell on the Beastmen, latching into their muscular forms with spindly black limbs before biting downwards with vicious, venom-coated fangs.

Ruglud and his Orcs loosed another volley of bolts into the chaotic mass of creatures. At such close range, many of the barbed crossbow bolts punched right through the unarmoured bodies, and another line of the foul beings fell screaming into the undergrowth. Ruglud noticed that the creatures were not all the same, as he had first thought. Some of them did not look like beasts at all, but more like Humans, albeit particularly malformed ones. One of them had a series of barbed tentacles sprouting from its bare chest, each one writhing uncontrollably, making Ruglud feel oddly queasy. The creature's face was a mask of agony and despair.

"Get 'em!" roared Ruglud. His Orcs needed no encouragement, and they swung their crossbows over their shoulders, drawing their crude but brutally effective cudgels and cleavers. They leapt to meet the Beastmen and mutants head on, and the two forces clashed with terrible force and savagery. Ruglud swung his huge blade with immense power behind the blow. The weapon sank deep into the shoulder of a heavily muscled creature, nearly severing the limb. He bashed his crossbow, held in his left hand, into the creature's face. Before it had a chance to retaliate, Ruglud pulled his blade free, and swung it again, this time hacking deeply into the creature's neck.

The Orcs and creatures of Chaos exchanged blows, both groups ignoring injuries that would have instantly felled a Human. Blood flowed freely, the Orcs relishing the fight against such tough opponents. Almost as tough as Orcs, Ruglud thought with grudging respect as he hammered another opponent to the ground with several powerful blows.

Through the press of bodies he could see a large shape pushing to the front of the fighting. The Beastmen and mutants drew back from this figure and lowered their gaze as it passed. This new enemy wore a heavy fur cloak over completely enclosed, ornate black armour. A pair of wickedly curved, serrated swords were held firmly in black gauntleted hands. Ruglud stared at the warrior's finely wrought armour in wide-eyed greed.

"Dat one's mine!"

RUGLUD'S ARMoured ORCS

Captain: Ruglud Bonechewer

Battle-cry: "Gobbos fer dinner! Gobbos fer tea! Gobbos when u want 'em! Gobbos for me!" (Note: the Orcs will substitute the word 'Gobbos' with something appropriate to the occasion, eg, 'Stunties', 'Umies' or 'Ratsies'.)

For Hire: Any Warhammer army other than Bretonnians, Dwarfs, High Elves and Wood Elves may hire Ruglud's Armoured Orcs, and they count as a Rare choice. Dogs of War and Orc & Goblin armies may choose Ruglud's Armoured Orcs as a Special choice.

Points: Ruglud, Maggot, a musician and seven armoured Orcs costs a total of 190 points. This is the minimum size regiment you can hire. The size of the regiment may be increased at the cost of 12 points per model.

	M	WS	BS	S	T	W	I	A	Ld
Ruglud	4	5	3	4	5	2	3	3	8
Maggot	4	2	3	3	3	1	2	1	6
Armoured Orc	4	3	3	3	4	1	2	1	7

Weapons: Choppa, crossbow.

Armour: Heavy armour.

SPECIAL RULES

Ignore Greenskin Panic: Ruglud and his Armoured Orcs have great disdain for their own kind. When a friendly Greenskin unit is destroyed, breaks or flees past their unit, Ruglud and his Orcs (including Maggot) do not need to test for Panic.

Choppa: Ruglud's Armoured Orcs carry brutal cleavers and clubs, and add +1 to their Strength in the first round of combat if they charge (note that Maggot does NOT carry a choppa, just a normal hand weapon).

Maggot: Maggot the Goblin accompanies Ruglud wherever he goes, acting as his standard bearer. He has survived countless battles and is regarded as a lucky mascot. His presence encourages the Orcs to fight all the more fiercely. The banner that Maggot enthusiastically waves adds +2 to combat resolution rather than +1.

In addition to this, Maggot seems to lead a charmed life, and as a result has a 3+ Ward save. He may not accept challenges, for he is not in effect a character, just a particularly lucky Goblin. If Maggot dies, the banner is lost with him, and no other Orc can pick it up.

Although Maggot doesn't carry a crossbow, an Orc standing behind him may shoot over his head, as if the Orc were standing in the front rank. The range is measured as normal, from Maggot's base (the Orc behind leans the crossbow on his head.)

Animosity: Ruglud's Orcs suffer from Animosity like any other Greenskin unit, and must test each turn so long as the unit is not engaged in hand-to-hand combat, is not fleeing, and numbers at least five models. In the Start of the Turn phase roll a D6 for Ruglud's Armoured Orcs – on a 2+ the unit passes the test and moves/fights normally this turn. On a roll of 1 the unit fails the test. To determine what happens, roll a D6 and consult the table below (note that this table is different from the table of other Greenskin units).

Ruglud's Animosity Table

1-2 Let's show 'em what these crossbows can do!

Ruglud's Armoured Orcs shoot at the closest unit, friend or foe. All models in the unit can fire without movement penalty at the nearest target in any direction, ignoring the usual restrictions for line of sight and fire arcs – this is an exception to the normal rules for shooting. The shots are worked out immediately, not in the Shooting Phase, and the models themselves are not moved. The unit cannot do anything else that turn. If there are no units within range, the unit Squabbles instead (see the next entry).

3-6 Squabble

An internal squabble amongst the ranks soon grows into a minor riot with fists and curses flying. This throws the unit into disorder and prevents all moving and shooting this turn. The unit can do nothing this turn while Ruglud cracks heads together to restore order.

The Warhammer world is a wild and diverse place, leaving plenty of scope for players to create their own creatures and troop types. Here's an example we were sent.

GOBLIN ECOLOGY

Goblin Breeds by Kevin J. Coleman



For as long as anyone can recollect, the nations of the Warhammer world have been threatened by marauding tribes of Orcs and Goblins, which inhabit nearly all regions and habitats of the known world. The two general terms, Orcs and Goblins, include several different subspecies such as the Night Goblins that dwell in the mountains, and the frenzied Savage Orcs that cover themselves with barbarous tattoos; collectively though, all Orcs and

Goblins are known as Greenskins due to their broad range of greenish skin tones. In general, the enemies of the Greenskins do not give much thought to the distinction between different subspecies of Orcs and Goblins. After all, an Orc is just an Orc and a Goblin is just a Goblin. However, there are some scholars that find Greenskins fascinating and devote their entire lives to studying these Goblinoids, learning and collecting as much information as possible about these green monstrosities.

For ages, sceptics have shunned the research of Goblinoid ecology, insisting that the information found by such 'ludicrous' scholars is completely pointless. However, in recent times the research of Goblinoid ecology has been used in effective ways: saving lives and even winning battles.

Such is the variety of Greenskins, though, that scholars will debate for hours on the most minute details of a particular Goblinoid. Arguments range from such broad topics as tribal relationships to small details, such as the shape of a skull or colour pigments of a particular hide. In any event, the information gathered here contains facts about the species that most Goblinoid scholars agree on. At least, to an extent!

NEW GREENSKINS

Unless otherwise noted, all the Greenskins found here count as Goblins for purposes of spell effects and any other special rules that have an effect on Goblins.

These are not 'official' rules, but we hope that Orc & Goblin players will try them out and give some feedback on how they work on the field of battle.



FIRE KOBOLDS

Kobolds are green-skinned Goblinoids that are almost completely identical to the common Goblin. Only an exceptional expert of Goblinoid studies can spot the distinction of their longer arm-span and smaller hip bones, which make a Kobold's movement somewhat irregular and crooked compared to that of a common Goblin. Fire Kobolds on the other hand are much more recognisable.

They are indigenous to the volcanic Red Cloud Mountains that lie south of the Badlands and other volcanic regions around the globe.

Although Fire Kobolds have a greenish skin tone, they are covered in large patches of deep red or orange tones. In fact, at first glance they look like Goblins which have some type of horrific skin disease, fungus infestation or blotches of red war paint covering them.

Reports have suggested that these Goblinoids spit small wads of fire as a brutal attack and natural defence mechanism, though others have reported that they simply favour the use of flaming arrows. At the same time, fire based weapons seem to have little or no effect at all on these Kobolds, which would suggest that their volcanic environment has had a profound effect on this particular species.

FIRE KOBOLD (Core Unit)..... 3 points per model

	M	WS	BS	S	T	W	I	A	Ld
Fire Kobold	4	2	3	3	3	1	2	1	6
Kobold Boss	4	2	3	3	3	1	2	2	6

Unit Size: 20+

Weapons & Armour: Hand weapon and shield.

Options:

- Any unit may be equipped with spears for +1 pt/model.
- Any unit may be equipped with light armour for +1 pt/model.
- Upgrade one Fire Kobold to a Musician +4 pts.
- Upgrade one Fire Kobold to a Standard Bearer for +8 pts.
- Promote one Fire Kobold to a Kobold Boss for +8 pts.

Special Rules: Animosity; Fear Elves; Spit Fire; Fire Resistant.

- **Spit Fire:** Fire Kobolds may spit tiny streams of fire at enemies during the Shooting phase. This attack counts as a thrown weapon. All Spit Fire attacks count as Fire attacks, of course!

Attack	Maximum Range	Strength
Spit Fire	8"	4

- **Fire Resistant:** Fire Kobolds live in and along mountainous volcanoes and fire pits, this has affected their Goblinoid physiology with several fiery traits. All fire-based attacks (ie, fire balls, Skaven Warfire Throwers, Dragon Breath, etc) suffer a -1 Strength penalty when rolling to wound Fire Kobolds. For example, a fire ball (normally S4) would be lowered to S3 when rolling to wound a Fire Kobold.



This Fire Kobold has had no conversion work done to it, and was made using only the plastic Goblin frame. Its orange patterning was painted onto the skin using a basecoat of Scab Red, highlighted up in patches using Fiery Orange.



TROGLAGOB

Troglagobs are one of the most unusual types of Goblins. They dwell in the sea, making coastal raids against the Empire, Tilea and even raiding the shores of Ulthuan and Lustria.

Recently, many of these ocean-dwelling Goblins have been sighted on Albion in



For the Troglagob, the boots were cut off one of the plastic Goblins and replaced with bare feet taken from a Goblin Wolf Rider. To make the javelin, a Goblin spear was cut to the right length and the tip sharpened. The Troglagob was then painted using Hawk Turquoise as the base colour to give it a sea-like colour.

great numbers, in the muddy southern tip of the island that has come to be known as Trogloland.

Troglagobs can have greenish skin like their Goblin cousins, though most tend to reflect a more sea-green tone such as turquoise or a similar blue-green colour. The hands and feet of a Troglagob are

webbed like that of a frog, making them excellent swimmers with exceptional speed. Troglagobs actually have both gills and lungs, allowing them to breathe comfortably above and below water. However, Troglagobs will not venture too far from their aquatic habitat as they need to refresh themselves at least every few days otherwise they dry up and die.

0-1 TROGLAGOB UNITS (Rare Unit) 5 points per model

	M	WS	BS	S	T	W	I	A	Ld
Troglagob	4	2	3	3	3	1	2	1	5
Trog Boss	4	2	3	3	3	1	2	2	5

Unit Size: 10-15

Weapons & Armour: Hand weapons and javelins.

Options:

- Troglagobs may exchange their javelins for short bows for +1 pt/model.
- Promote one Troglagob to a Trog Boss for +8 pts.

Special Rules: Animosity; Fear Elves; Aquatic; Skirmish; Troglagob arrows and javelins count as Poisonous Attacks.

- **Aquatic:** Troglagobs are sea dwelling Goblins, making them experts at swimming and moving speedily through aquatic features. Troglagobs may count marshes, rivers, streams, lakes and any other water terrain feature as open ground and so can move through water terrain without any of the normal penalties. Also, when in such terrain Troglagobs benefit from soft cover.
- **Skirmish:** Unlike most Goblinoids, Troglagobs always fight in loose formations. Troglagobs are *skirmishers* and follow all the rules governing skirmish troops as described on pages 115-116 of the Warhammer rulebook.
- **Poisoned Attacks:** Troglagobs coat their weapons with ichor from poisonous sea monsters. All shooting attacks made by Troglagob arrows and javelins count as poisoned attacks. See page 114 of the Warhammer rulebook for details. Note: Poisoned attacks wound targets automatically on a roll to hit of 6. If you need a 7 or more to hit, the poison has no effect and cannot wound automatically.

HILL GOBLINS

South of the Empire, across the shores of Tilea and the Border Princes, lies a barren plain of hills and grasslands at the very edge of the Badlands. It is in this deserted region where the largest Goblins can be found. Generally reckoned as Hill Goblins, but also known

as Great Goblins, these Goblinoids are larger than ordinary Goblins, more aggressive and as strong as Orcs. The skin tone of a Hill Goblin is much darker than that of a common Goblin, with some shades even resembling that of a Black Orc's hide.

Being much more brutally ambitious than the average Goblin, Hill Goblins enjoy

fighting almost as much as Orcs do and will occasionally sell their services as mercenaries to armies that will put up with them. Wrestling and brawling are favoured leisure activities for these hulking Goblins and they enjoy nothing more than bullying around their smaller Goblinoid cousins.



The Hill Goblin was made with the legs and body of a plastic Night Goblin. The left arm had its bow removed and replaced with a sword, and the spiked helm was cut from a plastic Orc. A plastic Chaos shield with its design filed off was stuck to the model's back. The completed Hill Goblin was then painted a dark skin tone, using Dark Angels Green as a basecoat.

0-1 HILL GOBLINS (Core Unit) 4 points per model

	M	WS	BS	S	T	W	I	A	Ld
Hill Goblin	4	2	3	3	4	1	2	1	6
Goblin Boss	4	2	3	3	4	1	2	2	6

Unit Size: 20+

Weapons & Armour: Hand weapon.

Options:

- Any unit may be equipped with great weapons for +2 pt/model or additional hand weapons for +2 pt/model.
- Any unit may be equipped with light armour for +1 pt/model and/or shields for +1 pt/model.
- Upgrade one Hill Goblin to a Musician +4 pts.
- Upgrade one Hill Goblin to a Standard Bearer for +8 pts.
- Promote one Hill Goblin to a Goblin Boss for +8 pts.

Special Rules: Animosity; Fear Elves; Big Bullies

- **Big Bullies:** Hill Goblins are especially nasty and aggressive, and love nothing better than showing off and bullying smaller Goblinoids such as Kobolds and Night Goblins. To represent this, if your army includes any other types of Goblins (including Hobgoblins) then the Hill Goblins will fail their Animosity tests on a 1 or a 2 rather than just a 1 (see pages 8-9 of the Orc & Goblin army for details of Animosity). Note this rule only applies if your army does NOT include any Orc units. Even Hill Goblins know their place and will avoid getting into a brawl with an Orc!

DUST GOBLINS

In the deserts of Khemri, ancient Liche Priests raise mighty armies of Undead warriors for their mummified masters known as the Tomb Kings. In these cursed domains the dead do not rest easy and those that dare venture to the Land of the Dead are doomed to a life of Undeath. Occasionally, a teeming horde of Greenskins from the Badlands or the Worlds Edge Mountains make their way into this realm of death intent on slaughtering, plundering and conquering. None have ever succeeded, nor ever returned from the Land of the Dead... at least not alive!

Once the armies of the Tomb Kings destroy the green skinned interlopers, the Liche Priest summons the rotting Goblinoid carcasses back from the grave, adding them to their lord's horrific legions. However, some of these Undead Goblins somehow find their way back to their homelands.

Unlike Humans, Elves and Dwarfs, an Undead Goblin corpse retains a small part of its mischievous and unpleasant qualities from its previous malevolent life. These Undead Goblins, known as Dust Goblins, still bicker and taunt one another like spiteful children.



This Undead Dust Goblin was made by cutting a plastic Skeleton torso to fit onto plastic Goblin legs. A Goblin head was glued to this, and then Skeleton arms were attached. The blowpipe was a spear, cut to the right length, with a small hole drilled in each end. The dart was made from the plastic arrow on the Skeleton frame, cut to the right size and glued into place.

DUST GOBLINS (Rare Unit) 8 points per model

	M	WS	BS	S	T	W	I	A	Ld
Dust Goblin	4	1	3	3	3	1	1	1	2
Morbid	4	1	3	3	3	1	1	2	2

Unit Size: 10-20

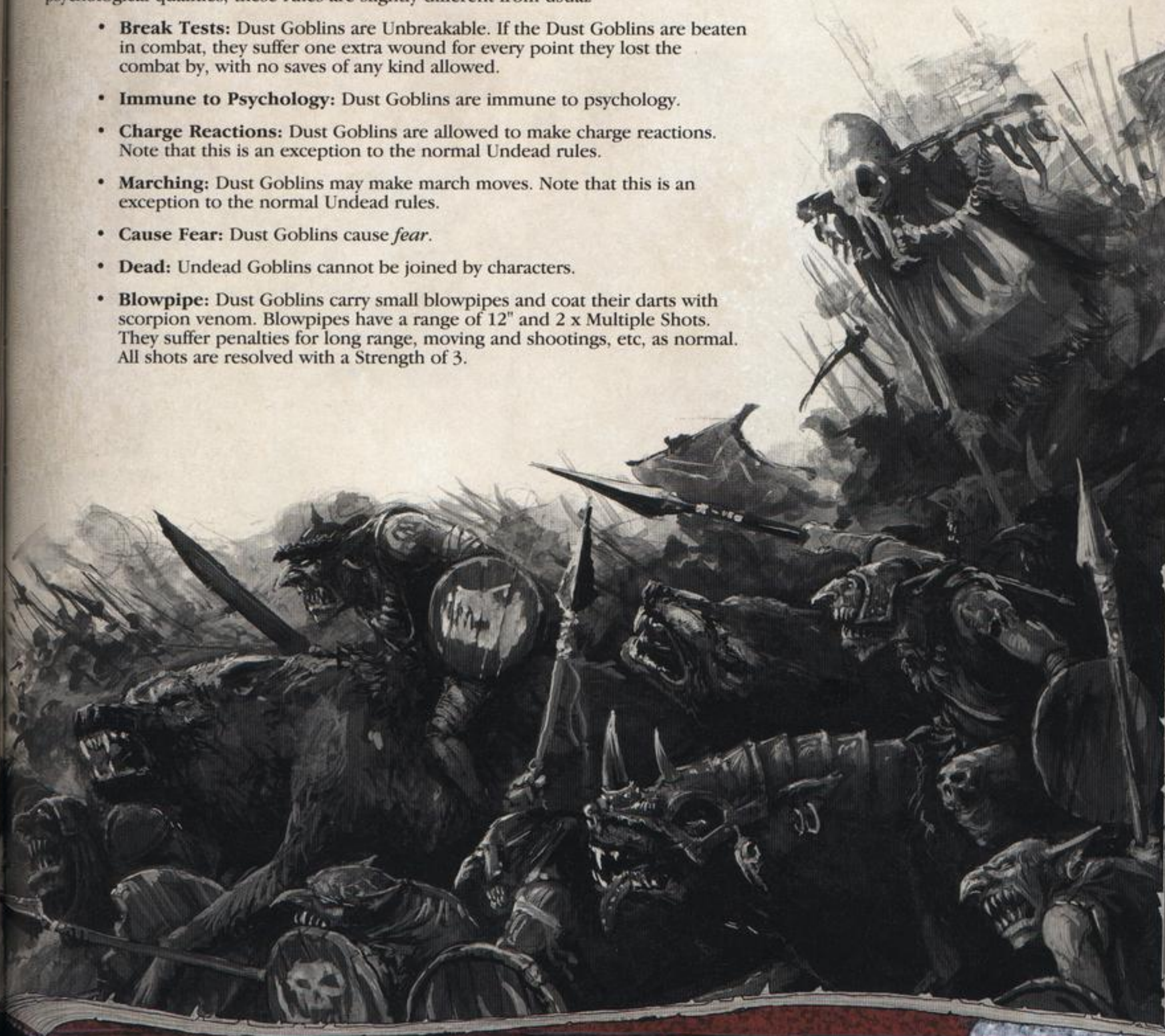
Weapons & Armour: Hand weapons and Blowpipe.

Options:

- Promote one Dust Goblin to a Morbid for +10 pts.

Special Rules: Animosity; Blowpipe; Dust Goblins are *Undead*, and as such the following rules apply to them, although as they retain some of their former psychological qualities, these rules are slightly different from usual.

- **Break Tests:** Dust Goblins are Unbreakable. If the Dust Goblins are beaten in combat, they suffer one extra wound for every point they lost the combat by, with no saves of any kind allowed.
- **Immune to Psychology:** Dust Goblins are immune to psychology.
- **Charge Reactions:** Dust Goblins are allowed to make charge reactions. Note that this is an exception to the normal Undead rules.
- **Marching:** Dust Goblins may make march moves. Note that this is an exception to the normal Undead rules.
- **Cause Fear:** Dust Goblins cause *fear*.
- **Dead:** Undead Goblins cannot be joined by characters.
- **Blowpipe:** Dust Goblins carry small blowpipes and coat their darts with scorpion venom. Blowpipes have a range of 12" and 2 x Multiple Shots. They suffer penalties for long range, moving and shootings, etc, as normal. All shots are resolved with a Strength of 3.



Early army list design work has begun for the Wood Elves project for the sixth edition of Warhammer. Here's a preview of what we've done with the rules and army list so far. Let us know what you think.

THE ARMIES OF THE WOOD ELVES

A Preview Army list by Alessio Cavatore

To the Wood Elves, their forest home of Loren is a sacred place. They guard it with all their strength and cunning, leading invaders to their doom in the darkest tangles of the thickest woods.

The Wood Elves of Loren are the masters of the bow, and it is said that an Elven marksman can hit the eye of a Goblin in the dark. Many strange tales are told in the land of Bretonnia about the fey Elven Lords of Loren.

Troubadours of Couronne sing of a cult of Wardancers, young Elves with lethal acrobatic abilities, as well as strange and terrible Beastmasters, Elves who live amongst the wild animals of the forests. Tales also tell of Elves who

sing to the trees and plants, shaping them to form their homes and making the paths of the forest misdirect intruders. The most fanciful tales speak of Forest Spirits, giant trees that walk like men, but these are probably mere fables. Few ever venture to the glades of Loren, and fewer still return. When they do, they are found on the boundaries of the Loren Forest, their bodies broken and strung on the branches of the trees as warnings to trespassers. Bretonnians have learned to fear the 'Fayrie Folk', and leave their woodland kingdom alone.

So Loren rests, shrouded by mists and magic, brooding and forbidding. Be wary, traveller, and do not venture into

the shadow of Loren. For even if you do not lose your life to an Elven arrow or sword, you might travel for three hundred years amongst the glades, never realising the time that has passed until you return home and the years take their toll on you in the blink of an eye.

Wood Elves live in very few places besides Loren, although the Forest of Shadows and Drakwald Forest are said to hold small Elven communities still. A man should be wary in these places, for many have died by unseen arrows when they have trespassed into the domains of Elves, without even knowing that they had crossed their invisible borders.



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Wood Elves Special rules

- All units in a Wood Elves army (except flyers) ignore the movement penalties for moving through woods.
- All Wood Elves' non-magical arrows are Armour Piercing at short range (see page 90 of the Warhammer rulebook).
- Wood Elves never suffer the normal -1 to hit penalty when shooting at long range.
- Wood Elf Archmages may use any lore of magic from the Warhammer rulebook and get a +1 bonus to the total rolled when casting spells from the Lore of Beasts or the Lore of Life. Wood Elf Mages may only use the Lore of Beasts and the Lore of Life.
- All Wood Elf Wizards know the Tree-Singing spell in addition to their normal spells. This spell has a casting value of 4+ and can be cast on any wood within 18" of the caster, provided that there are no enemy models inside it. It can be cast on woods containing Wood Elf units, but the entire unit must be inside the wood. If one or more of the unit's models are outside the Wood, the spell cannot be cast on it. If cast successfully, the wood can be moved D6+1" in a direction nominated by the caster before rolling. The wood must stop as soon as it comes into contact with any other unit or piece of terrain. Friendly troops which are entirely inside the woods move together with the wood, but must end their move at least 1" away from enemy models. Troops that move with the wood count as having moved for the next shooting phase. Each wood can only be moved once per Magic phase.
- Wood Elves almost invariably fight defensive battles against invaders of their hidden realms. Their armies very rarely venture out of their sylvan realm. The following rule represents this:
In Pitched Battles (Scenario 1 on page 199 of the Warhammer rulebook), just after the roll for table side, the Wood Elf player can place one extra wood anywhere in his own half of the table (covering a maximum area roughly as large as a circle of 3" radius). They also have a +1 on all the rolls made during deployment: to choose the table side, to decide who starts deploying and who goes first (in

addition to other modifiers). They also have a +1 on the roll to determine in which order scouting units are deployed.

To counterbalance this, the enemy gets 100 Victory points for each of his units with a Unit Strength of 5 or more that ends the game completely inside the Wood Elves' deployment zone (fleeing units do not count). The enemy also gets an extra 100 Victory points (on top of the normal 100) for each of the table quarters containing the Wood Elves' deployment zone he controls at the end of the game (see page 198 of the Warhammer rulebook).

Wood Elves Magic items

You may choose magic items for your characters and units from the following list and/or the common magic items on page 154 of the Warhammer rulebook.

MAGIC WEAPONS

- The Spirit Sword** 75 pts
Wounds automatically. Saves are modified by the Strength of the user.
- Hunting Spear** 55 pts
Replaces the character's longbow. Counts as a magical hand weapon with no particular power in close combat. It can also be thrown like a javelin with a range of 18". If it hits, it counts as a bolt thrower with Strength 6. After resolving the damage, the spear will fly back into the hands of the bearer. Note that you may Stand & Shoot with this spear.
- Blade of Fury** 50 pts
The bearer gains +2 Attacks when fighting with this sword.
- Bow of Loren** 40 pts
Replaces the character's longbow. The Bow of Loren has a 36" range. It fires a number of shots equal to the bearer's Attacks at his Strength. All shots must be directed at the same target and count as magical.

MAGIC ARMOUR

- Shield of Ptolos** 15 pts
Counts as normal shield (6+ armour save). Gives the bearer a 1+ armour save against missile attacks that cannot be improved by any means.

TALISMANS

- Vambraces of Lightning** 30 pts
The bearer has a 5+ Ward save.
- Amber Amulet** 25 pts
Bearer recovers 1 Wound at the start of each of his turns (stops working if the bearer is killed).



ENCHANTED ITEMS

- The Acorn of Ages** 55 pts
At the beginning of any of his Magic phases, the bearer can throw the Acorn towards a point of the table anywhere within his own line of sight and within 24". Guess the range to the point you're aiming at and determine where the Acorn lands as you would for a stone thrower shot. Place a new wood (up to 3" radius) with its centre at the point where the Acorn has struck the ground. If a Misfire is rolled, the Acorn has no effect. One use only.

- Hail of Doom Arrow** 30 pts
When fired, the arrow splits into 3D6 magical S4 arrows. Roll to hit for each arrow. One use only.

- Healing Potion** 50 pts
Can be used at the beginning of any phase. The bearer, or any one friendly model within 1" of the bearer, recovers all Wounds suffered up to that point in the battle. One use only.

- The Cloak of Mist** 25 pts
The wearer can be deployed as a Scout. Models on foot only.

ARCANE ITEMS

- Wand of Jet** 50 pts
Adds 1 dice to the Wood Elf army's pool of magic dice in each player's turn.
- Potion of Knowledge** 25 pts
Can be drunk during any Wood Elf Magic phase. One spell cast by the bearer requires no Power dice (counts as being cast at the spell's casting value). One use only.

MAGIC BANNERS

- Banner of the Forest** 80 pts
The bearer and all friendly units within 12" are Immune to Psychology.
- Banner of the Lynx** 30 pts
If the bearer or the unit he is with flee from a charge and are not destroyed by the charging enemy, they rally immediately and can act normally in their next turn.
- Banner of the Bear** 20 pts
Enemies in base contact with the bearer or the unit he is with never count the +1 outnumbering bonus when working out combat resolution.



A Green Dragon ambushes an artillery train moving through the forest.

SELECTING THE ARMY

See page 238-9 of the Warhammer rulebook with the following additions and amendments when choosing your Wood Elves army:

CHOOSING CHARACTERS

Characters are divided into two broad categories: Lords (the most powerful characters) and Heroes (the rest). The maximum number of characters an army can include is shown on the chart below.

Army Value	Maximum Characters	Maximum Lords
< 2,000	0-3	0
2,000-2,999	0-4	up to 1
3,000-3,999	0-6	up to 2
+1,000	+2 max	+1 max

IMPORTANT: The number of characters is the total number of characters allowed in the army including Lords. For example: a 2,500 points Wood Elves army may have up to 4 characters in total, of which 1 may be a Lord (ie, 1 Lord + 3 Heroes).

An army does not have to include the maximum number of characters allowed, and can always include fewer than indicated down to a minimum of one (the General). Similarly, an army does not have to include Lords; it can have all of its characters as Heroes if you prefer.

LORDS

FOREST LORD..... 135 points each

	M	WS	BS	S	T	W	I	A	Ld
Forest Lord	5	7	7	4	3	3	8	4	10

Weapons: Hand weapon and longbow.

Options:

- May choose either a spear (+3 pts) or an additional hand weapon (+6 pts).
- May wear light armour (+3 pts) and/or carry a shield (+3 pts).
- May ride either an Elven Steed (+18 pts), a Great Eagle (+50 pts) or a Green Dragon (+320 pts, counts as an additional Hero choice).
- May choose magic items from the Common or Wood Elves magic items list to a maximum total value of 100 pts.

ARCHMAGE..... 200 points each

	M	WS	BS	S	T	W	I	A	Ld
Archmage	5	4	4	3	3	3	5	1	9

Weapons: Hand weapon and longbow.

Magic: An Archmage is a Level 3 Wizard. He may choose one of the eight lores described in the Warhammer rulebook.

Options:

- May ride either an Elven Steed (+18 pts), a Unicorn (+50 pts) or a Great Eagle (+50 pts).
- May choose magic items from the Common or Wood Elves magic items list to a maximum total value of 100 pts.
- May be upgraded to a Level 4 Wizard for +35 pts.

Special Rules: *Tree-Singing*.

GLADE GUARD

Glade Guard

Weapons:

Options:

- M
- M
- M
- M
- to

0-1 BLADEWEAVER

Bladeweaver

Weapons:

Options:

- M
- to

Special Rules:

be the army

MAGE.....

Mage

Weapons:

Magic: A mage

the Lore of

Options:

- Ma
- Ma
- to
- Ma

Special Rules:

HEROES

GLADE GUARDIAN* 70 points each

	M	WS	BS	S	T	W	I	A	Ld
Glade Guardian	5	6	6	4	3	2	7	3	9

Weapons: Hand weapon and longbow.

Options:

- May choose either a spear (+2 pts) or an additional hand weapon (+4 pts).
- May wear light armour (+2 pts) and/or carry a shield (+2 pts).
- May ride either an Elven Steed (+12 pts) or a Great Eagle (+50 pts).
- May choose magic items from the Common or Wood Elves magic items list to a maximum total value of 50 pts.

0-1 BLADEWEAVER 115 points each

	M	WS	BS	S	T	W	I	A	Ld
Bladeweaver	5	7	4	4	3	2	8	3	9

Weapons: Two hand weapons.

Options:

- May choose magic items from the Common or Wood Elves magic items list to a maximum total value of 50 pts.

Special Rules: See Wardancers rules. Cannot join units except Wardancers. Cannot be the army's General. Cannot choose magical missile weapons or armour.

MAGE 70 points each

	M	WS	BS	S	T	W	I	A	Ld
Mage	5	4	4	3	3	2	5	1	8

Weapons: Hand weapon and longbow.

Magic: A mage is a Level 1 Wizard. He may choose spells from the Lore of Beasts or the Lore of Life.

Options:

- May ride either an Elven Steed (+12 pts) or a Unicorn (+50 pts).
- May choose magic items from the Common or Wood Elves magic items list to a maximum total value of 50 pts.
- May be upgraded to a Level 2 Wizard for +35 pts.

Special Rules: Tree-Singing.

Lords are severely limited in number and are quite expensive, but make the best army generals. Heroes are more numerous and cost less points, but still make potent leaders.

CHARACTERS' MOUNTS

Here are the profiles for mounts that can be ridden by Wood Elf characters.

	M	WS	BS	S	T	W	I	A	Ld
Elven Steed	9	3	0	3	3	1	4	1	5

Giant Eagle	2	5	0	4	4	3	4	2	8
-------------	---	---	---	---	---	---	---	---	---

Special Rules: Fly

Unicorn	10	5	0	4	4	1	5	2	8
---------	----	---	---	---	---	---	---	---	---

Special Rules: +2 Strength on the charge. Rider and unit he is with have Magic Resistance (2).

Green

Dragon	6	6	0	6	6	6	3	5	8
--------	---	---	---	---	---	---	---	---	---

Special Rules: Large Target; Terror; Fly; Breath Weapon (Strength 2, -3 armour save), Scaly Skin (3+). A Dragon counts as a Hero choice in addition to its rider.

*ARMY BATTLE STANDARD

One Glade Guardian in the army may carry the Battle Standard for +15 pts.

This Glade Guardian cannot be the army's General even if he has the highest Leadership value in the army.

The Glade Guardian carrying the Battle Standard cannot choose any extra weapons, nor can he use a shield or his longbow. He cannot ride a Great Eagle.

If a Glade Guardian is carrying the Battle Standard, he can have any magic banner (no points limit), but if he carries a magic banner he cannot carry any other magic item.



Glade Riders react quickly to an Undead invasion.

CHOOSING TROOPS

Troops are divided into Core, Special and Rare units. The number of units of each type that are available to you depends upon the points value of your army. This is indicated on the chart below.

Army Value	Core	Special	Rare
< 2,000	2+	0-3	0-1
2,000-2,999	3+	0-4	0-2
3,000-3,999	4+	0-5	0-3
+1,000	+1	+1	+1

For example, if you are choosing a 2,000 points army you must take a minimum of 3 Core units and could choose to take up to 4 Special and/or up to 2 Rare units.

In addition, if an individual entry has a number limiting it, eg. 0-1, then you may only have that many in your army.

UNIT ENTRIES

Each unit is represented by an entry in the army list. The unit's name is given and any limitations that apply are explained.

Profiles. The characteristic profiles for the troops in each unit are given in the unit entry. Where several profiles are required, these are also given even if, as in many cases, they are optional.

Unit Sizes. Each entry specifies the minimum size for each unit. In some cases, units also have a maximum size.

Equipment. Each entry lists the standard weapons and armour for that unit. The value of these items is included in the points cost.

Options. Additional or optional weapons and armour are listed here together with their extra cost.

Special Rules. Many troops have special rules which are described in this section.



Glade Riders

CORE UNITS

ARCHERS 13 points per model

	M	WS	BS	S	T	W	I	A	Ld
Archer	5	4	4	3	3	1	5	1	8
Hawkeye	5	4	5	3	3	1	5	1	8

Unit Size: 5+

Weapons & Armour: Hand weapon, longbow.

Options:

- Any unit may upgrade one Archer to a Musician for +6 pts.
- Any unit may upgrade one Archer to a Standard Bearer for +12 pts.
- Any unit may upgrade one Archer to a Hawkeye for +6 pts.

GLADE RIDERS 21 points per model

	M	WS	BS	S	T	W	I	A	Ld
Glade Rider	5	4	4	3	3	1	5	1	8
Horse Master	5	4	4	3	3	1	5	2	8
Elven Steed	9	3	0	3	3	1	4	1	5

Unit Size: 5+

Weapons & Armour: Hand weapon, light armour, shield and spear.

Options:

- Any unit may swap their spears and shields for longbows for +4 pts/model.
- Any unit may upgrade one Glade Rider to a Musician for +8 pts.
- Any unit may upgrade one Glade Rider to a Standard Bearer for +16 pts.
- One unit in the army may carry a magic banner worth up to 50 pts.
- Any unit may upgrade one Glade Rider to a Horse Master for +16 pts.

Special Rules: *Fast Cavalry*.

GLADE GUARD 8 points per model

	M	WS	BS	S	T	W	I	A	Ld
Glade Guard	5	4	4	3	3	1	5	1	8
Captain	5	4	4	3	3	1	5	2	8

Unit Size: 10+

Weapons & Armour: Hand weapon and spear.

Options:

- Any unit may be equipped with light armour for +1 pt/model and/or carry shields for +1 pt/model.
- Any unit may upgrade one Glade Guard to a Musician for +5 pts.
- Any unit may upgrade one Glade Guard to a Standard Bearer for +10 pts.
- Any unit may upgrade one Glade Guard to a Captain for +10 pts.

SPECIAL UNITS

SCOUTS 15 points per model

	M	WS	BS	S	T	W	I	A	Ld
Scout	5	4	4	3	3	1	5	1	8
Pathfinder	5	4	5	3	3	1	5	1	8

Unit Size: 5-15

Weapons & Armour: Hand weapon, longbow.

Options:

- Any unit may upgrade one Scout to a Pathfinder for +7 pts.

Special Rules: *Skirmish, Scout*.

GREAT EAGLE* 50 points per model

	M	WS	BS	S	T	W	I	A	Ld
Great Eagle	2	5	0	4	4	3	4	2	8

*Note that 1-2 Giant Eagles count as only one Special Unit choice.

Unit Size: 1

Weapons & Armour: None.

Special Rules: Great Eagles can *Fly*.

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A	Ld
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2	8
1	5

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+16 pts.

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2	8

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per model

A	Ld
1	8
1	8

per model

A	Ld
2	8



Warhawk Riders

WARDANCERS 15 points per model

	M	WS	BS	S	T	W	I	A	Ld
Wardancer	5	5	4	3	3	1	6	1	8
First Dancer	5	5	4	3	3	1	6	2	8

Unit Size: 5+

Weapons & Armour: Two hand weapons.

Options:

- Any unit may upgrade one Wardancer to a First Dancer for +14 pts.
- Any unit may upgrade one Wardancer to a Musician for +7 pts.

Special Rules: Skirmish, Immune to Psychology, Ward save 6+.

Wardancers cannot be joined by characters, with the exception of a Bladesinger. Their talismanic war paint gives them Magic Resistance (1). Each turn in close combat they may choose one special wardance with the following effects: Storm of Blades (+1 Strength), Whirling Death (the unit has the Killing Blow special ability), The Shadows Coil (the unit is Unbreakable) or Woven Mist (if the Wardancers are fighting to the flank or rear of enemy units and have a Unit Strength of five or more, those units lose their rank bonus). You can't choose the same dance in two consecutive turns of the same combat engagement.

WARHAWK RIDERS.....20 points per model

	M	WS	BS	S	T	W	I	A	Ld
Warhawk Rider	5	4	4	3	3	1	6	1	8
Wind Rider	5	4	5	3	3	1	6	1	8
Warhawk	1	4	0	3	3	1	6	1	5

Unit Size: 3-12

Weapons & Armour: Light armour and hand weapon.

Options:

- The unit must be equipped with either longbows for +7 pts/model or spears and shields for +3 pts/model.
- The unit may upgrade one Rider to a Musician for +10 pts.
- The unit may upgrade one Rider to a Standard Bearer for +20 pts.
- The unit may carry a magic banner worth up to 50 pts.
- The unit may upgrade one Rider to a Wind Rider for +10 pts.

Special Rules: Unit of Flyers.

DRYADS.....20 points per model

	M	WS	BS	S	T	W	I	A	Ld
Dryad	5	4	0	4	4	1	5	2	8
Forest Spirit	5	4	0	4	4	1	5	3	8

Unit Size: 5+

Weapons & Armour: None.

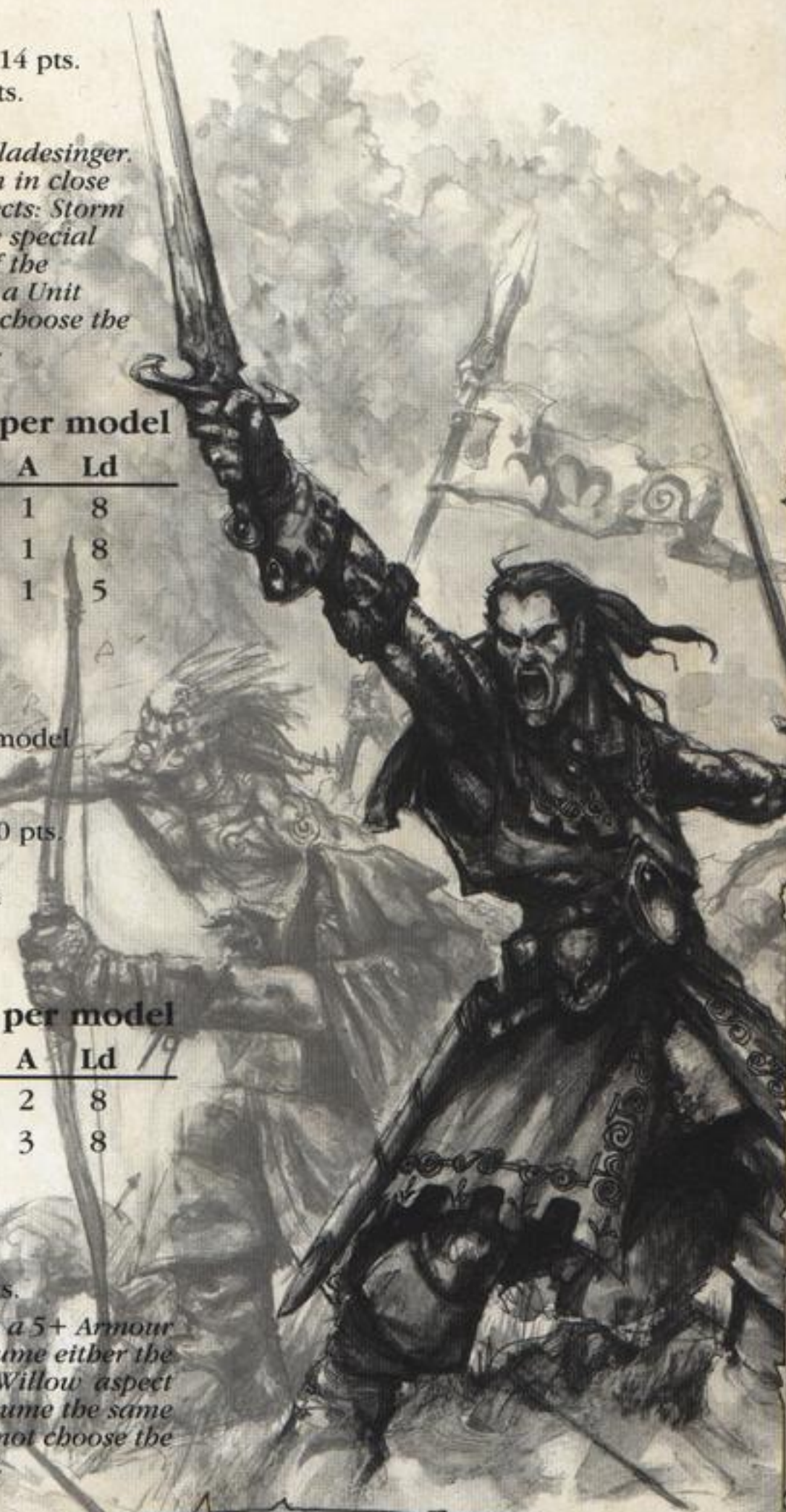
Options:

- Any unit may upgrade one Dryad to a Forest Spirit for +16 pts.

Special Rules: Skirmish, Cause Fear. The tough skin of a Dryad gives it a 5+ Armour save. Dryads are shapeshifters and in close combat may choose to assume either the Birch aspect (+1 A), Oak aspect (+1 S), Ash aspect (+1T), or the Willow aspect (opponents require 6s to hit the Dryads). All the models in the unit assume the same aspect and the effects only apply for the Close Combat phase. They cannot choose the same aspect in two consecutive turns of the same combat engagement.

Special units are extremely specialised troops that appear on the battlefield less often than basic regiments.

There is a maximum number of Special units that can be fielded, and this varies with the size of the army.



There is a maximum number of Rare units that can be fielded, and this varies with the size of the Wood Elf army.



RARE UNITS

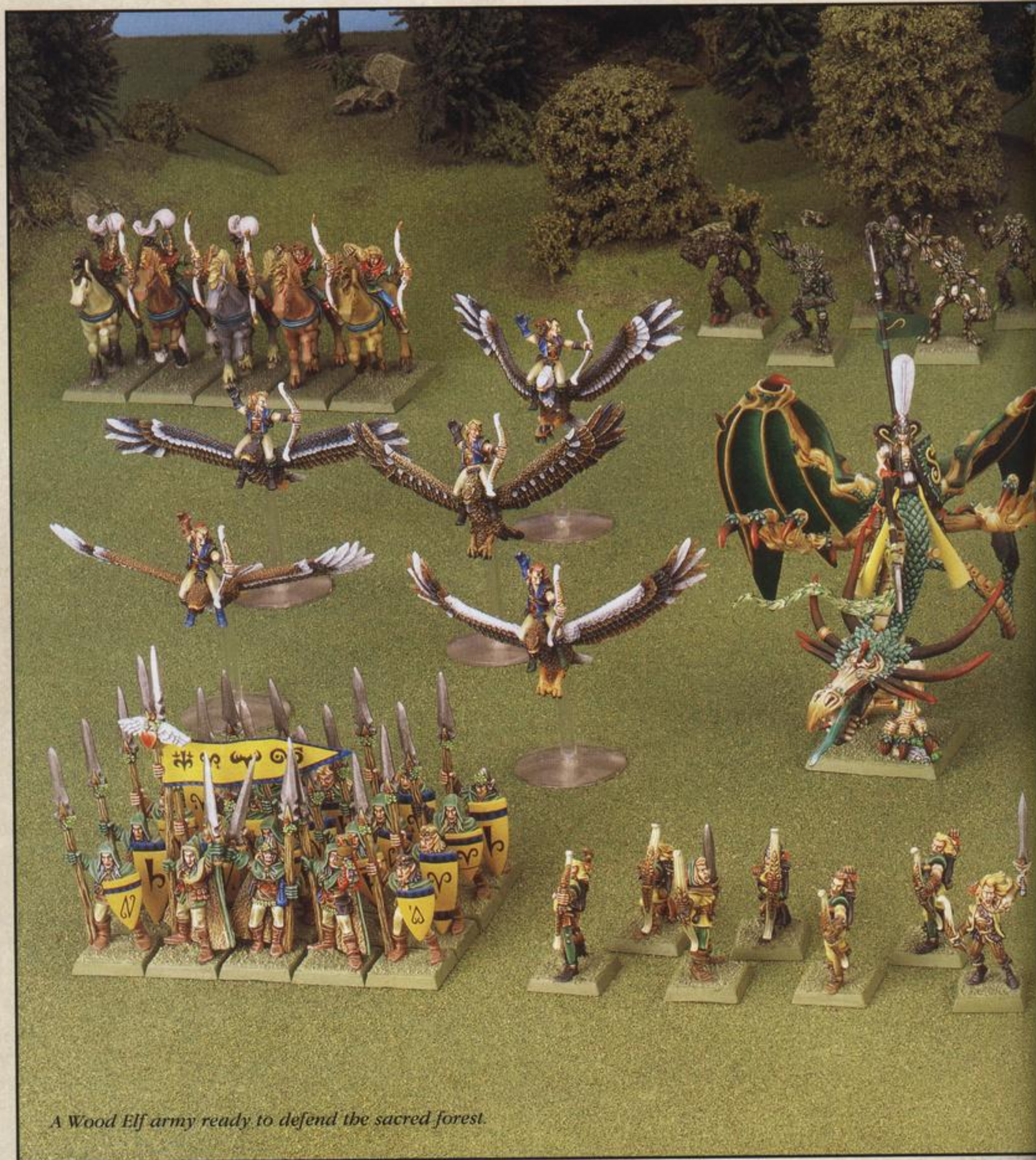
TREEMAN 250 points per model

	M	WS	BS	S	T	W	I	A	Ld
Treeman	6	5	0	5	6	5	2	4	10

Unit Size: 1

Weapons and Armour: None.

Special Rules: *Flammable, Cause Terror, Immune to Psychology, Large Target.* Their thick bark gives them a 3+ Armour save. In combat they may elect to make a single S10 attack doing D6 wounds instead of their normal attacks. If they lose a round of combat, but do not suffer any wounds that Close Combat phase, they are not required to take a Break test. Tree-Singing (this ability works like a bound spell with a power level of 4+ and casts the Tree-Singing spell).



A Wood Elf army ready to defend the sacred forest.

WAYWATCHERS 20 points per model

	M	WS	BS	S	T	W	I	A	Ld
Waywatcher	5	4	5	3	3	1	5	1	8
Ranger	5	4	6	3	3	1	5	1	8

Unit Size: 5-10

Weapons and Armour: Hand weapon, longbow.

Options:

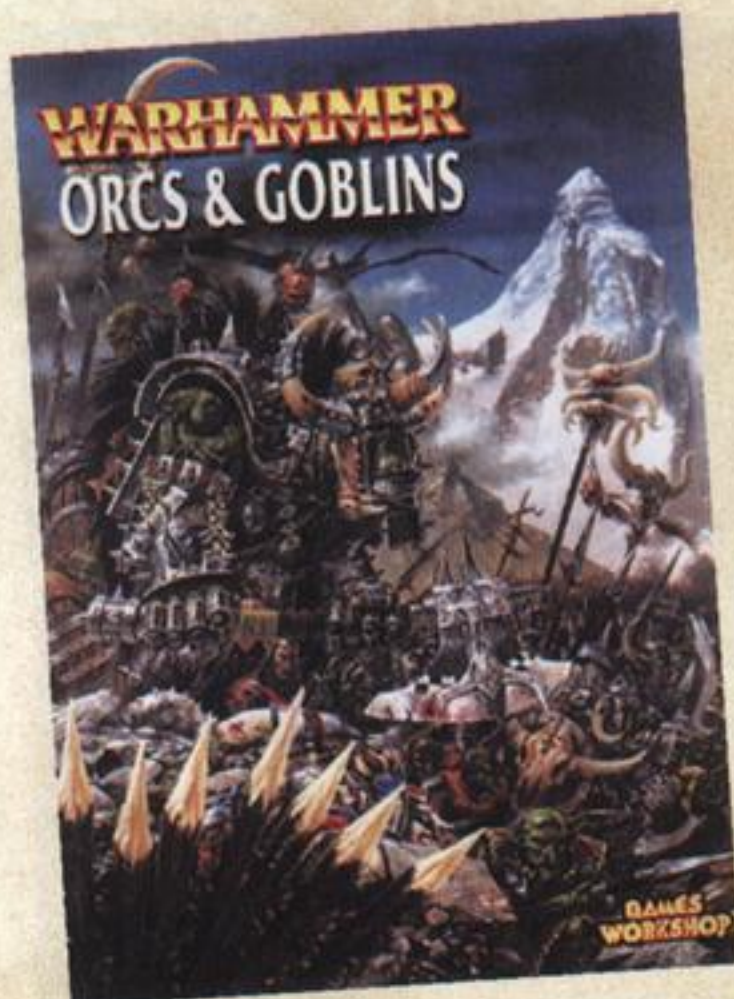
- Any unit may upgrade one Waywatcher to a Ranger for +8 pts

Special Rules: *Skirmish, Scouts.* Waywatchers can deploy closer than 10" to the enemy (but must still be out of sight). Waywatchers can see through 4" of the wood they are in. If a Waywatcher unit charges into close combat from a wood, the enemy can only Hold as a reaction and the Waywatchers get +1 A on the first turn of the fight (the entire unit must be inside the wood when the charge is declared).



Waywatchers





Orc Boar Boyz



Orc Boyz Regiment



Grimgor Ironhide



Orc Shaman



Wurrzag



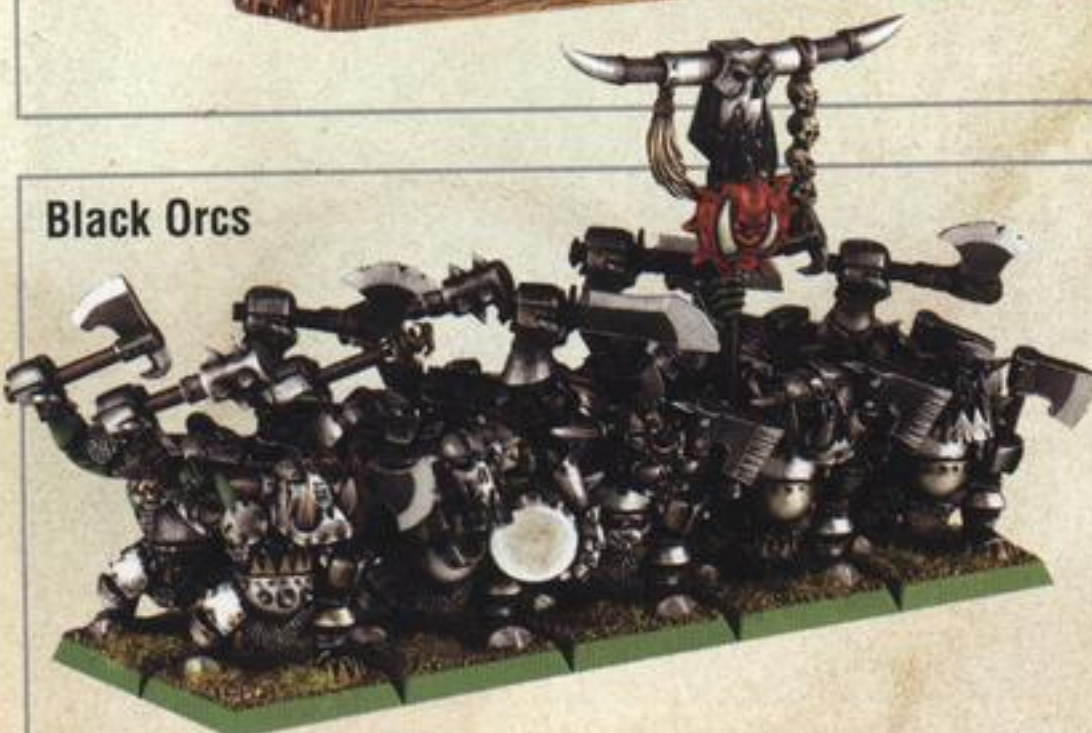
Goblin Regiment



Goblin Doom Diver



Night Goblin Regiment



Black Orcs



Savage Orc Boyz

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Whether you're just starting your first army, or have picked up a legendary Golden Demon award, this mix of painting guides, 'Eavy Metal Masterclasses and Modelling Workshops will hopefully contain a few tips and tricks to help you improve your painting and modelling skills.

PAINTING & MODELLING



Boar Boyz

Regiment

Orc Boyz

CKIST,

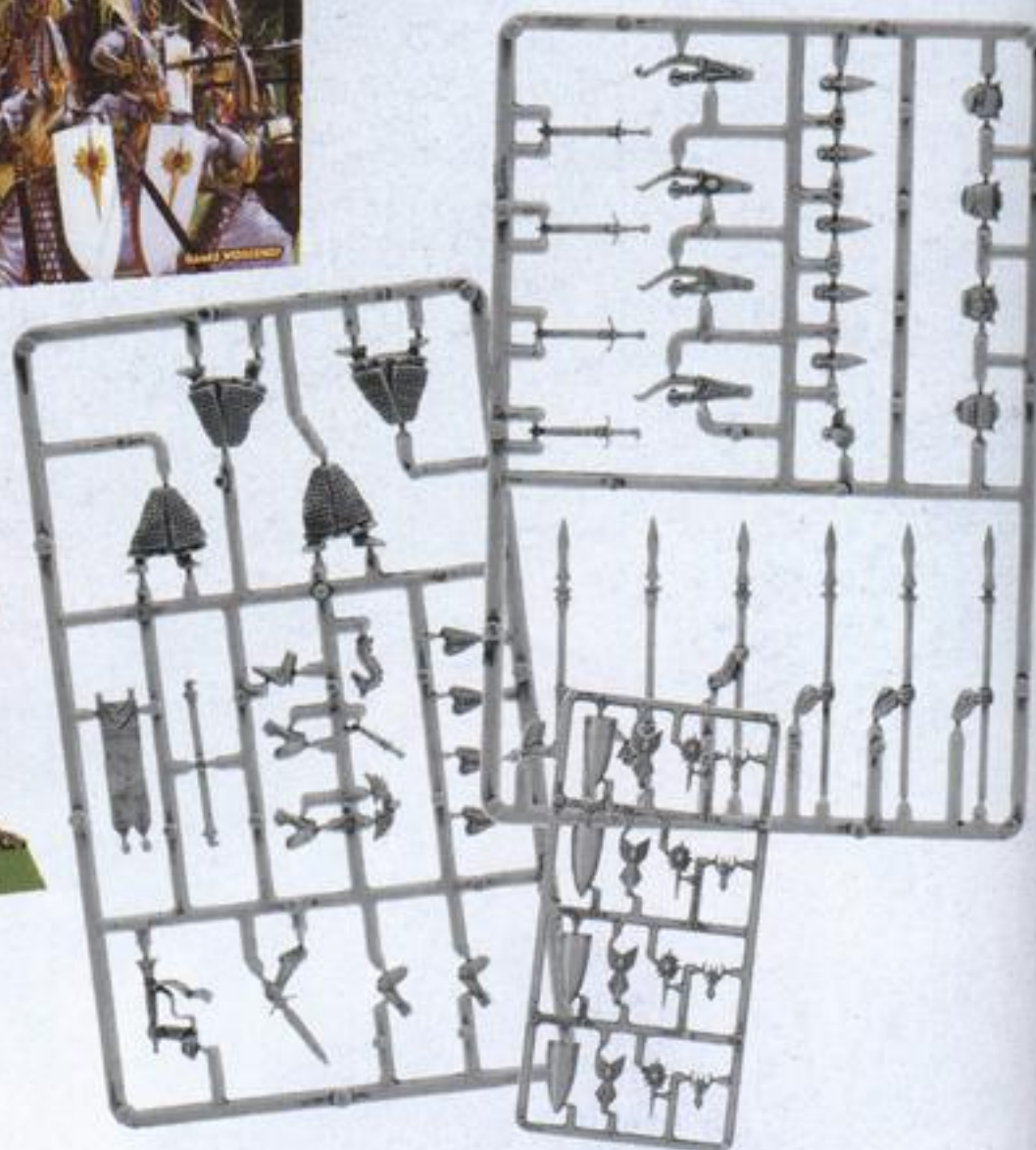
To show you how to get the best from your High Elf regiments, Mark 'The Count' Raynor sets aside his beloved Undead and starts his very own High Elves army.

PAINING HIGH ELVES

How to get your High Elves army on the march



HIGH ELF SPEARMEN REGIMENT
Spearmen regiments are a Core choice, with 10+ models in a unit.



HIGH ELF SILVER HELMS REGIMENT
Silver Helms regiments are a Core choice, with 5+ models in a unit.



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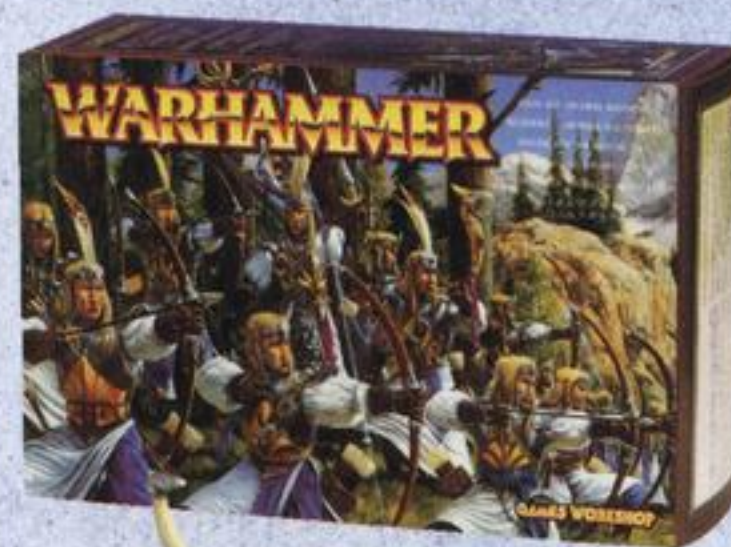
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HIGH ELF ARCHERS REGIMENT
Archers regiments are a Core choice, with 10+ models in a unit.



Assembling High Elf Regiments

Before you can start painting your High Elf models they must be assembled, and it is important to make sure that your Spearmen and Bowmen fit together when ranked up. It is worthwhile spending some extra time thinking about how you would like your models to 'rank up'.

Models that fit well together within a unit will appear more organised as a regiment on the battlefield. You could

use Blu-tack to position your models, giving you the chance to see how they will look and rank up before finally gluing them together.

When you begin gluing your High Elves, it is a good idea to start from the front rank and work your way backwards through the unit, making sure that they all fit together as you go. Using the special regimental bases can make ranking up your unit easier.



The kneeling models from the Archers regiment look best in the front rank. To ensure that the models in the second rank can 'rank up', position them in between the models in the front.



To make your Spearmen look more dynamic, you might like to have the models in the front rank with their spears lowered (this also applies to a unit of cavalry), while those behind hold them vertically. Once all of your regiment has been 'ranked up', it is a good idea to number the bottom of the bases so that you can arrange them in the same order again afterwards.



You can find everything you need to make a unit of Lothorn Seaguard in the High Elf Spearmen regiment set. Simply glue the bow and quiver piece to the back of the model.

Painting your High Elf Regiments

By Mark Raynor

When painting a Warhammer regiment, I find that neatness is the key to creating a unit that looks great on the battlefield.

1 I started by spraying the models Chaos Black, as a Spearman is predominantly clad in metal, and metallic paint is better applied over a black undercoat than a white one. Next, I painted the flesh areas (hands and face) and spear shaft with Bestial Brown and any cloth areas with Codex Grey.



2 I highlighted the flesh areas with Dwarf Flesh, and the spear shaft and sword hilt with Snakebite Leather. Using Fortress Grey, I highlighted the cloth areas, ensuring that the Codex Grey was left in the recesses to act as shading. For the red armour trim and helmet decorations I find that Red Gore doesn't show up very well over a black undercoat, so I painted on Blood Red first, then Red Gore over the top.



3 Elf Flesh was my next highlight colour for the flesh areas, Bubonic Brown for the spear shaft and sword hilt, and Skull White for the cloth areas. I then drybrushed the mail shirt with Mithril Silver, remembering to be as neat as possible. All the other armour, the helmet and the spear tip I painted, rather than drybrushed, with Mithril Silver. I then repainted the trim with Red Gore, which allowed me to paint over any mistakes I had made whilst drybrushing the armour.



4 I gave the areas of flesh a final highlight with Pallid Flesh and the spear shaft with Bleached Bone. Any small details, such as parts of the armour and sword decoration, were carefully painted with Shining Gold before basing the models and attaching their shields.



Mark's finished unit of High Elf Spearmen



SHIELDS AND BANNERS

High Elf shields can be as simple or as elaborate as you like. A simple colour with an attached icon painted in a contrasting colour is a good way of making a simple but striking

shield. You might want to make the shields and banners of your elite regiments more intricate than those of your regular troops, for example, by painting an Elven rune on a flat coloured background.



PAINTING GEMS

Painting all the gems on High Elves can be a laborious task (there are quite a lot!) so to minimise the time spent, I needed a quick and simple method. I began with a coat of Snot Green, which I then painted over with Green Ink and left it to dry. Finally I applied a coat of gloss varnish to give them a highly polished finish. I only painted the gems on the shields in the command group for the Spearmen as this would help to differentiate them within the unit. However, I painted all the gems on the Silver Helms emphasising the fact that they are Elven nobles and of more importance.



Mark's finished unit of
High Elf Silver Helms



I find it easier to paint riders and steeds separately. I stuck the riders to plastic flying stands while I painted them which allowed me to paint the areas which would otherwise be hidden or difficult to reach with a paintbrush. It also helps keep grubby fingers off the model!

Using the same stages that I used for the Spearmen, I painted my unit of Silver Helm riders. All that was left now was to paint their steeds...



1 After spraying the horses Chaos Black, I painted their bodies with a 50/50 mix of Chaos Black and Codex Grey. For the barding, I used Boltgun Metal, painting each scale separately and followed this by neatly drybrushing the scale mail with Mithril Silver. Although this needs patience, it does give a clean, neat appearance to the armour, which is a characteristic of High Elves.

2 Next, I painted the saddles and hooves with Scorched Brown. For the cloth robing under the barding, I painted the top side with Codex Grey and the underside with Blood Red. The edging around the bridle and harness was also painted with Blood Red.



3 The outside of the saddles were painted with Bestial Brown, which I also used to highlight the horses' hooves. For the cloth robing, I highlighted the top side with Fortress Grey and the underside was painted over with Red Gore.



4 To finish off the horses I used Shining Gold to carefully pick out all of the detailed decoration. I then highlighted the manes and tails with Codex Grey and the top side of the cloth robes with Skull White, before basing the models and attaching the riders.

Here we show you how to paint the backbone of the Skaven army, the plastic Clanrats. Using this guide you can quickly paint a unit of these warriors to be fielded in battle. We also show you how to model Clanrat Slaves using the same boxed set.

PAINTING SKAVEN CLANRATS

How to paint Skaven Clanrat plastic regiments

Clanrats play an important role in the Skaven army. They form the backbone of Core troops and can be armed with either spears or hand weapons, and shields. The minimum number of Clanrats per unit is twenty and the Skaven Clanrats regiment set is the box that will get you started. Clanrat Slaves are Skaven captured from defeated Warlord clans who have been pressed into service. The Skaven Clanrat set can also be used to make a unit of such slaves and in this article we show you how you can model and paint both of these units for your Skaven army.

FIRST STEPS

Skaven are a furry lot! Once you have mastered a few simple techniques to paint the fur of your Skaven models, you will quickly be able to build a force that is ready for battle.

Before painting your models, it is worthwhile considering how you would like the army to look once it is complete.

The fur of your Skaven is an important part of the models. It is a good idea to think about what tone of brown you want to paint the fur of your models, such as a dark brown or a mid-tone, as this will affect the overall look of your force. An army

that is unified by a simple colour scheme looks particularly impressive when arrayed on the battlefield.

Undercoating your models with Chaos Black is a good idea, as Skaven tend to be fairly dark, and this gives a good base to work up from.

The Skaven are an evil race that live in tunnels beneath the surface of the world. For the clothing and armour of

your Skaven, dark colours work particularly well. Colours such as black, dark blues, greens and reds are particularly suitable.

After painting your models, the final stage is to base them. Whatever method you choose to decorate your bases, it looks best if you use the same method across the entire army as this will give the whole force a unified appearance.

SKAVEN COLOUR SCHEMES



- Scorched Brown
- Bleached Bone



- Snakebite Leather
- Bestial Brown
- Chestnut Ink



- Snakebite Leather
- Bubonic Brown
- Chestnut Ink



The Clanrats of our Studio army, Grey Seer Thanquol's Verminhorde, have been painted a mid-tone brown using Bestial Brown, with slight variations in the tone of the fur to give them a rag-tag appearance without losing uniformity. Dark Angels Green was chosen for the clothes of the Skaven in the unit, a unifying colour that carries across the force. This colour, combined with using similar detailing on shields and bases, makes the army look like a cohesive force when deployed on the battlefield.

MODELLING CLANRAT SLAVES

To make a unit of Clanrat Slaves, use the Skaven Clanrats Regiment set. If you have two Regiment sets, you can split the pieces up to make a unit of Clanrats and a unit of Slaves. As Clanrat Slaves are poorly equipped compared to other Skaven, you can show this by using the less armoured bodies and heads from the Regiment frame for the Slaves, saving the other pieces for your Clanrats. If you want to give shields to your Slaves, you might like to leave them plain, not attaching any icon to them, to emphasise the Slaves being of low standing, and only having the poorest battlegear.



Clanrat Slaves

Metallic paints were kept to a minimum on this unit, as the Slaves would not have much access to such materials. Armour and wristbands were painted brown to appear like leather. The metal that the Slaves do have, such as their weapons, has

been painted to appear rusty and old, which you can achieve by applying Brown Ink washes over the metallic colour. Their fur is painted a lighter shade than the Clanrats to further emphasise their low status.

TECHNIQUES FOR PAINTING FUR

As most Skaven models are covered in fur, it is important to learn how to paint this. Drybrushing and ink washing are simple techniques which, with practice, will enable you to paint the bulk of your force quickly and effectively.

To drybrush, dip your brush in a lighter colour than the one you chose for the basecoat. Next, wipe most of the paint off the brush onto a paper towel, then drag your brush lightly over the model. A small amount of paint will adhere to the raised areas, picking out the texture and creating highlights.



Chaos Black undercoat drybrushed with Bestial Brown.

Ink washing is another technique for quickly painting the fur of your Skaven. First paint the basecoat in your desired colour. When this is dry, paint a darker tone of Citadel ink or watered-down paint over the base colour of the model. The ink wash settles in the crevices and recesses of the model and, when dry, provides shading.



Chaos Black undercoat with a basecoat of Bestial Brown and a Brown Ink wash.

The techniques of drybrushing and ink washing can be combined to bring out the detail of the fur even more. After giving your model its basecoat, apply an ink wash over the model to provide shading. When this is completely dry, lightly drybrush the model with your chosen colour.



Scorched Brown drybrushed over Chaos Black.



Bestial Brown drybrushed with Bubonic Brown.



Brown Ink over Bestial Brown, drybrushed with Snakebite Leather.



Vermin Brown drybrushed over Chaos Black.



Flesh Wash over Skull White undercoat.



Bubonic Brown drybrushed over Chaos Black with Brown Ink wash.

PHIL KELLY'S CLANRATS

Using some of the techniques illustrated earlier in this section and his own personal style, Phil shows us how he painted the core troops for his own Skaven army and how he made them look unified on the battlefield.



Phil Kelly is a member of the Games Development team, and has been playing Skaven since he first joined Games Workshop, leading his army to many successful victories.

As my army is predominantly Clan Skryre I decided on an overall colour scheme of dark red, black and brown. To achieve this, (1) I undercoated the Clanrats in Chaos Black. I then drybrushed their fur with Vermin Brown, followed by a little Snakebite Leather. (2) I added highlights of Vomit Brown to the hands, faces, tails and feet, and painted the cloth and armour in Scab Red. (3) I then highlighted the red areas with Red Gore, painted the blades in Chainmail and added further highlights to the faces and leather straps with a 50/50 mix of Vomit Brown and Skull White. The teeth and eyes were picked out with Skull White, and the studs in the armour with Chaos Black. (4) Finally, I added Chainmail to the studs and some Black Ink to the metal areas before basing the models and adding their shields.



Soulgnawer's Ratkin

PAINTING SKAVEN BANNERS & SHIELDS

Skaven banners and shields can be as simple or as elaborate as you like. Painting the wood of your shields brown and attaching an icon painted in a rusty, metallic colour is a quick and easy way of making a striking shield. Using similar designs or colour schemes across all of your regiments is a good way to unify your Skaven force. You might like to make the banners and shields of your elite regiments and characters more intricate than those of your regular troops to make them stand out.



GARETH HAMILTON'S CLANRATS

Gareth Hamilton's Skaven Army appeared in White Dwarf 230. He showed us his great techniques for painting Skaven Clanrats quickly, and to a good standard, so we have presented them again here.

STAGE 1: THE SKIN

The face, hands, feet and tail are first painted in Scorched Brown. This is the basecoat and will provide the colour for the deepest parts of the skin. Next a mix of Scorched Brown and Dwarf Flesh is painted over the basecoat, avoiding the areas you want to remain dark. Highlights are built up by adding more Dwarf Flesh to the mix and again painting the areas you want lighter. Keep adding more Dwarf Flesh to the mix until you are satisfied with the end result. A final highlight of Dwarf Flesh and Skull White mix can be used for the lightest areas such as knuckles, eyebrows and around the mouth.

STAGE 2: THE FUR

The fur is painted in Bestial Brown then given a Brown Wash to darken the colour and pick out the detail of the fur. Next drybrush the fur with Bestial Brown and, for final highlights, drybrush again but add just a smidgen of Skull White. Easy!

STAGE 3: THE CLOTHES, POUCHES, BAGS ETC.

As with the other stages, the first step is to paint the base colour. Use black for armour, otherwise use the darkest shade of whatever colour you want the clothes to be. For my Skaven I used mostly Snakebite Leather, Bubonic Brown and Camo Green. This was highlighted by mixing with Skull White and produced a dull, faded look that I am very pleased with. The armour was painted with a mix of Chaos Black, Boltgun Metal and Dwarf Bronze. This gave a very dark and slightly rusty look to the metal. I usually paint the pouches with a base of Snakebite Leather washed with Brown Ink, then highlight them with Snakebite Leather and finally with a Snakebite Leather and Skull White mix.

STAGE 4: WEAPONS AND SHIELDS

I always paint the weapons last as they give you another part of the model to hold other than the base. Any metal parts are always given a black basecoat, then painted with the same mix of colours I used for the armour. The edges are highlighted with Boltgun Metal. Wooden handles, spears, etc. are painted in Bubonic Brown and washed with Brown Ink. For the highlight, just drybrush with Bubonic Brown.

Shields are painted separately and fixed to the model when finished. The basecoat is Bestial Brown washed with Brown Ink. The highlights are applied by drybrushing, first with Snakebite Leather, then with a Snakebite Leather and Skull White mix.

STAGE 5: FINAL DETAILS

These include eyes, teeth, nails, whiskers and the muddy effect on the clothes. I paint the eyes black first, then paint over with white, leaving the black just at the edges. The white is then painted over with a bright green to give a glowing warpstone look.

Teeth and nails are first painted black, then picked out with Bleached Bone. The whiskers are just small dots of Brown Ink. The muddy effect was achieved by painting the base of the clothes with Flesh Wash, then again, lower down the clothes, with Brown Ink.

STAGE 6: THE BASE & VARNISH

The base of a figure can have a dramatic effect on the final look and so needs a little thought. To maintain the theme of my Skaven I decided brown was the best colour. The small patches of static grass are just enough to help the army blend in when fielded on a green gaming table.

In order to protect my models I always varnish them, preferring a matt varnish to a gloss one, although it does have the effect of 'dulling down' a figure. This is especially true of any metallic parts. However in the case of my Skaven this is exactly the effect I wanted so my models have been given a matt varnish with some exceptions, notably the Poison Wind Globadiers. To get the glass effect on their poison globes each globe was given up to four coats of gloss varnish. Now I have a fully painted Skaven Clanrat ready for battle!

Stage 1 – Skin



Stage 2 – Fur



Stage 3 – Clothes



Stage 4 – Weapons & shields



Stage 5 – Details



Stage 6 – Basing



WARRIORS OF CHAOS

PREPARING PLASTIC CHAOS WARRIORS FOR BATTLE

In this article we will show you a variety of simple techniques and provide tips to help you collect and paint your Chaos army. At first, it can seem like a daunting task to paint an entire army, but you'll be surprised how quickly it will come together. A fully painted Chaos army arrayed for battle is an awesome sight.

Before you begin to paint your models, you should consider how you want your army to look once it is complete. Followers of Chaos are evil-hearted and a colour scheme incorporating black, other dark colours and metallics really captures this spirit.

A few well chosen colours will have more impact than lots of different ones, so a good start is to select a limited palette of paints to use. If you use the same basic colour scheme across the whole army, it will look particularly effective on the battlefield as a unified

force. As your army will incorporate a lot of dark colours it is a good idea to undercoat your models with Chaos Black spray.

If you are new to the Warhammer hobby, don't worry too much at first about the quality of your painting. Remember that there is no right or wrong way to paint your army. For more information, keep reading your White Dwarfs as we regularly have painting and modelling advice. Our website (www.games-workshop.com) also has plenty of top tips.



ASSEMBLING A CHAOS REGIMENT

ASSEMBLING A WARRIOR OF CHAOS



1 First we glued a pair of legs to a base using plastic glue. Next, the torso was glued onto the legs. By varying the position of the legs and torso you can get a variety of different poses.



2 Next the arms and head were glued into place. We kept the weapon arm fairly close to the body, otherwise it may be difficult to rank up the models.



3 For the command group of our regiment, we glued some of the extra pieces from the Chaos Warrior frame, such as the cloak, spikes or the dagger to our models.

REGIMENT BASES

Gluing some of our models onto regimental bases was an easy way of making sure that the unit fitted neatly together. This also makes large blocks of troops easy to move around the battlefield.



Assemble one model completely before starting the next to ensure that they all fit onto the base.



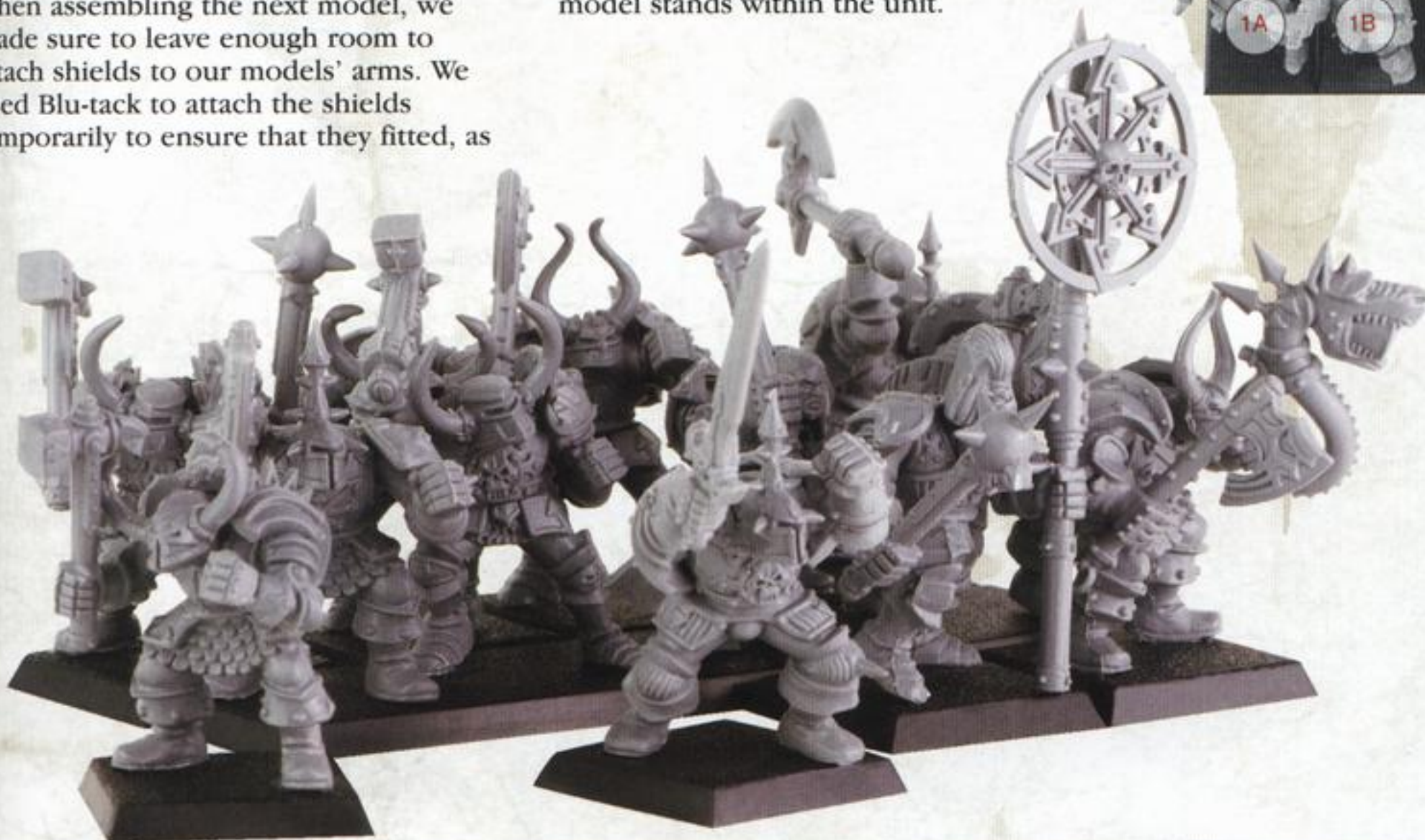
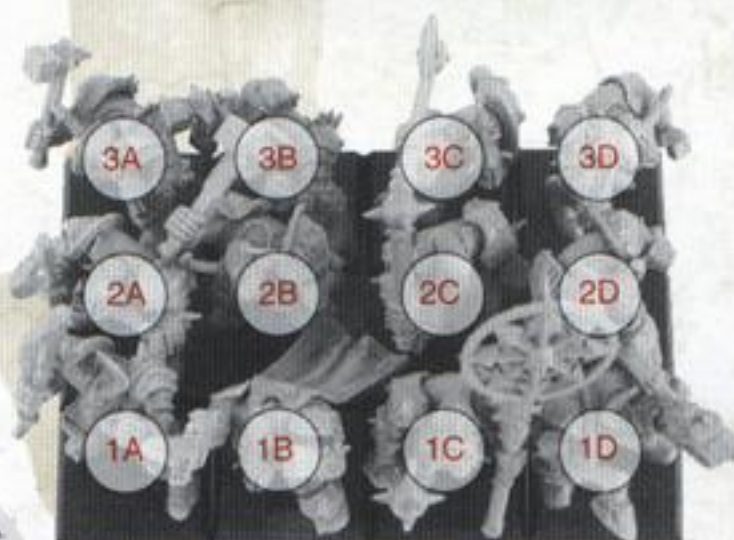
RANKING YOUR MODELS

It is important to spend some extra time ensuring that models fit together in their unit. We found it easiest to start from the front rank and work backwards, finishing one model before assembling the next.

When assembling the next model, we made sure to leave enough room to attach shields to our models' arms. We used Blu-tack to attach the shields temporarily to ensure that they fitted, as

it is generally easier to paint models and shields separately.

Once we had assembled our regiment and made it fit together neatly, we then decided to number the bottom of our bases so that we'd know where each model stands within the unit.

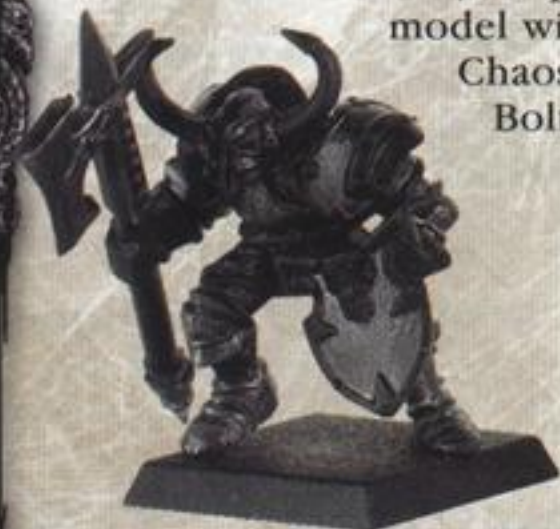


PAINTING WARRIORS OF CHAOS

Here are some simple methods you might consider using when painting your regiments of Chaos Warriors

STAGE BY STAGE

1 Over a basecoat of Chaos Black, we painted our model with a mix of Chaos Black and Boltgun Metal.



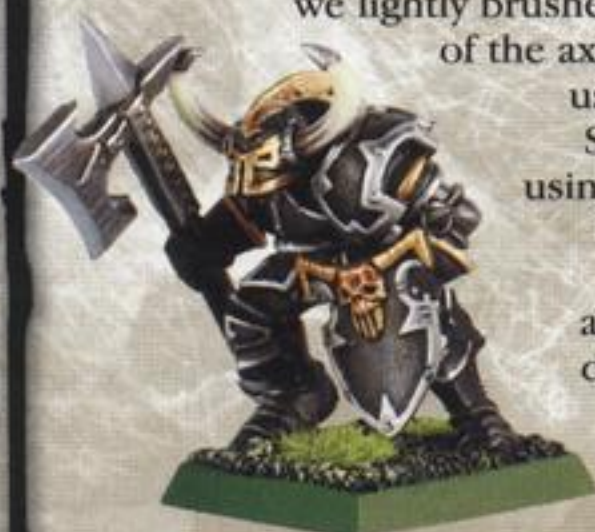
2 We then painted the edges of the armour of our Warrior using Chainmail and Shining Gold for the banding, shield and helmet crest.



3 Next, we lightly brushed Chainmail across the head of the axe. The horns of our model were painted Bleached Bone.



4 We then applied a wash of Brown Ink to the gold areas. Once again we lightly brushed the head of the axe, this time using Mithril Silver. Next, using Scorched Brown, we carefully added some detail to the base of the horns.



"To paint the black and bone armour for my Warriors, I first undercoated them with Chaos Black. The edges of the armour were painted with Snakebite Leather, which I then highlighted with Bleached Bone."



Jim Butler painted his Warriors in a Nurgle colour scheme. *"I painted Snot Green over a white undercoat. Over this I applied three successive washes of Green Ink mixed with a little Black Ink and thinned with water."*



Mark Raynor painted his Warriors of Chaos as Slaanesh troops. *"I undercoated the model black and applied a coat of gloss varnish. Next, I picked out details with Mithril Silver. The skull details were painted with Red Gore which was gradually mixed with Pallid Flesh for highlights."*



Dylan Owen first undercoated his model with Chaos Black. *"I drybrushed this with Codex Grey and the metal areas with Chainmail. The shoulder pads I painted Red Gore and the weapon's shaft, Bestial Brown. Finally, some of the details were highlighted with Dwarf Bronze."*



Matt Hutson decided to paint his Warriors as Tzeentch troops. *"After undercoating the model Chaos Black, I painted the armour with Boltgun Metal, leaving a black line where the plates met. A blue wash was then painted over the top before the armour was highlighted with Mithril Silver."*



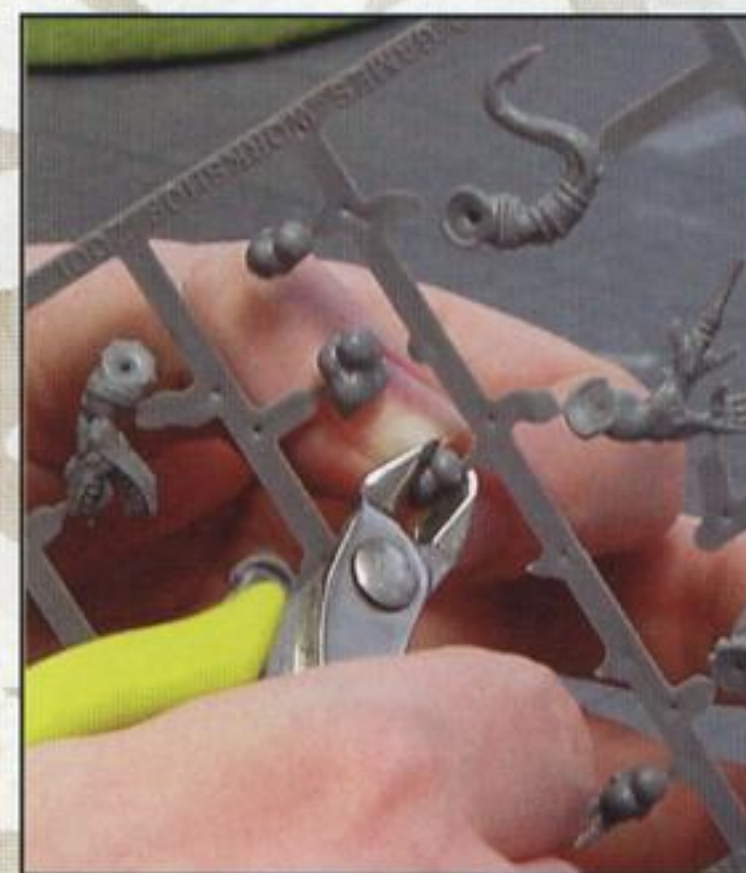
CHAOS MUTATIONS

The Warriors of Chaos regiment box comes with a special Mutations frame which you can use to add extra variety to your models. Using the frame is an easy way to make your models look different and does not require any advanced modelling expertise.



These mutations can be used on any models in your Chaos army, and are particularly easy to use with plastic regiments. The different arms on the Mutations frame are easy to use on your plastic models by simply gluing the arm onto the model instead of its normal arm.

To make the heads from the mutations frame fit neatly onto the Chaos Warrior bodies, you will need to cut the necks slightly. It is best to do this while the head is still on the frame, as this makes it easier to hold and get a straight cut.



PAINTING FLESH



1 Over a black undercoat, we started by painting the mutated arm of the Chaos Warrior with Dwarf Flesh.



2 When dry, to bring out the detail of the arm, it was painted over with watered down Flesh Wash.



3 When the ink was dry we painted the raised parts of the arm with Elf Flesh. Finally, the tips of the claws were painted with Chaos Black.



PAINTING MARAUDERS

MATT HUTSON'S TZEENTCH CHAOS MARAUDERS

Matt Hutson always seems to have a number of armies on the go at any one time. With the release of the amazing new Chaos Marauders he couldn't resist turning his paintbrush towards the hordes of Chaos.



GETTING STARTED

The models were stuck together using Citadel Plastic Glue. All the Marauders were then undercoated with Chaos Black undercoat spray. They were painted four models at a time, finishing each model's basecoat before moving on to the highlights, and so on.

COLOUR PALETTE

	Chaos Black		Ultramarines Blue
	Vermin Brown		Codex Grey
	Bronzed Flesh		Boltgun Metal
	Bleached Bone		Mithril Silver
	Skull White		Goblin Green
	Scorched Brown		Brown Ink
	Snakebite Leather		Flesh Wash
	Vomit Brown		Blue Ink
	Regal Blue		Black Ink

PAINTING THE MODEL

The model was painted starting with the lowest layer. This allows you to get to difficult areas with the paintbrush without worrying about getting paint onto areas that have already been finished.



The lowest area on the Marauder is his skin so this was first painted with a basecoat of Vermin Brown. All the flesh areas were then given a wash of Brown Ink to create shading. Once dried, the skin was highlighted by using Vermin Brown again, then Bronzed Flesh, followed by Bleached Bone. A final highlight of Skull White was used to add definition to the muscles.



Leather areas such as the breeches, straps, boots and wrist bands were painted with a basecoat of Scorched Brown. These areas were then given a watered down wash of Black Ink. The wash was watered down so that it didn't settle on any areas that didn't need shading. Any areas where the wash had overlapped were touched up with Scorched Brown and a highlight of Snakebite Leather was applied onto the edges and creases.



To mark the models as followers of Tzeentch, the tabards were given a basecoat of Regal Blue. The edges were then highlighted using Ultramarines Blue.



All of the different metallic areas were given a basecoat of Boltgun Metal. Areas such as rivets or recesses were given a wash of thinned down Black Ink and then touched up with Boltgun Metal where the Black Ink had overlapped. To give the armour a blue tinge, and to further distinguish them as followers of Tzeentch, Blue Ink was carefully painted into all the recesses on the shoulder plate, helmet, skulls and leg plates. All of the metal areas were then given a final highlight of Mithril Silver.

PAINTING EYES



The eyes on the Chieftain were painted Chaos Black. Using a Fine Detail brush they were then painted Skull White, carefully leaving a black outline. A small dot of Chaos Black was then applied to the centre.



The fur on the back of the legs was drybrushed with Vomit Brown.



Codex Grey was drybrushed onto the haft of the flail to bring out the woodgrain. At this stage any black areas were highlighted with Codex Grey.

PAINTING THE BASE



The top of the base was given a generous coat of Chaos Black. Whilst the paint was still wet, the base was dipped into fine sand, then immediately flooded with a wash of Black Ink. When fully dried, the sand was drybrushed with Codex Grey, followed by Bleached

Bone. The side of the base was then painted Goblin Green, and to finish the base off, small clumps of static grass were stuck on using superglue.



A Champion of Tzeentch leads a unit of Marauders in the Chaos Wastes.

Can't get your regiments of plastic Dwarf Warriors done quickly enough? Need some tips to speed up and improve your painting? Want to be more attractive to the opposite sex? Read on, and find out...

PAINTING DWARFS QUICKLY

The Ed Spettigue Method

Ed Spettigue is the head of all the Games Workshop Stores in the United States, and is also a long-time Hobby veteran. Ed decided to put together and paint a Dwarf army for the 2001 US Staff Tournament with only a few months to get it all done. The results of his labours were so amazing and so fast that we had to share Ed's techniques. While the examples are all for Dwarfs, different elements of his method can be applied to other ranges and models.

WHAT YOU WILL NEED:

- A regiment box of plastic Dwarf Warriors.
 - Brushes
 - The following Citadel Colour paints: Snakebite Leather, Enchanted Blue, Skull White, Shining Gold, Chainmail, Dark Flesh, Codex Grey, Dwarf Flesh, Chaos Black.
- Note that all highlights were created by adding Skull White to the base colours.
- Chaos Black Spray
 - Polystyrene Cement



STEP ONE:

Assemble the models using the polystyrene (that's a big word for plastic) glue, but only the bodies, limbs and weapon. No heads or shields yet! Glue them onto the base as well. Some people prefer to add base details like gravel now as well – but Ed prefers to wait until the end.

Editor's note: The hands in action in the previous shot are actually the hands of Ed Spettigue. No stunt hands were used in the filming of this article.



STEP TWO:

Prime the whole assembly from Step One black. At the same time, spray the rest of the plastic sprue – the part with the Dwarf heads and the Dwarf shields.

You will be painting the heads and shields while they are still on the sprue. After they're

done, you'll need to clip them off carefully and clean up any bits which you may have missed. Some would argue that it is better to attach the heads and shields all at once and paint the entire model at one go.

However, since the beard is so large on Dwarfs it tends to cover up large portions of the model. This method ensures that you don't have to try and get your brush into very small areas, and helps you avoid having to go back and fix mistakes which you might make while trying to paint around the beards and shields. Trust us, it's faster.

STEP THREE:

Drybrush all of the metal bitz with Chainmail. It's ok to be a bit sloppy at this stage as you can go back and touch up your model with Chaos Black paint later on.



Pro Tip: Drybrushing large numbers of models can be tiring on your hands if you aren't seated comfortably. Make sure that you are in a comfy position and have your rag or paper towel for wiping off your brush close at hand.

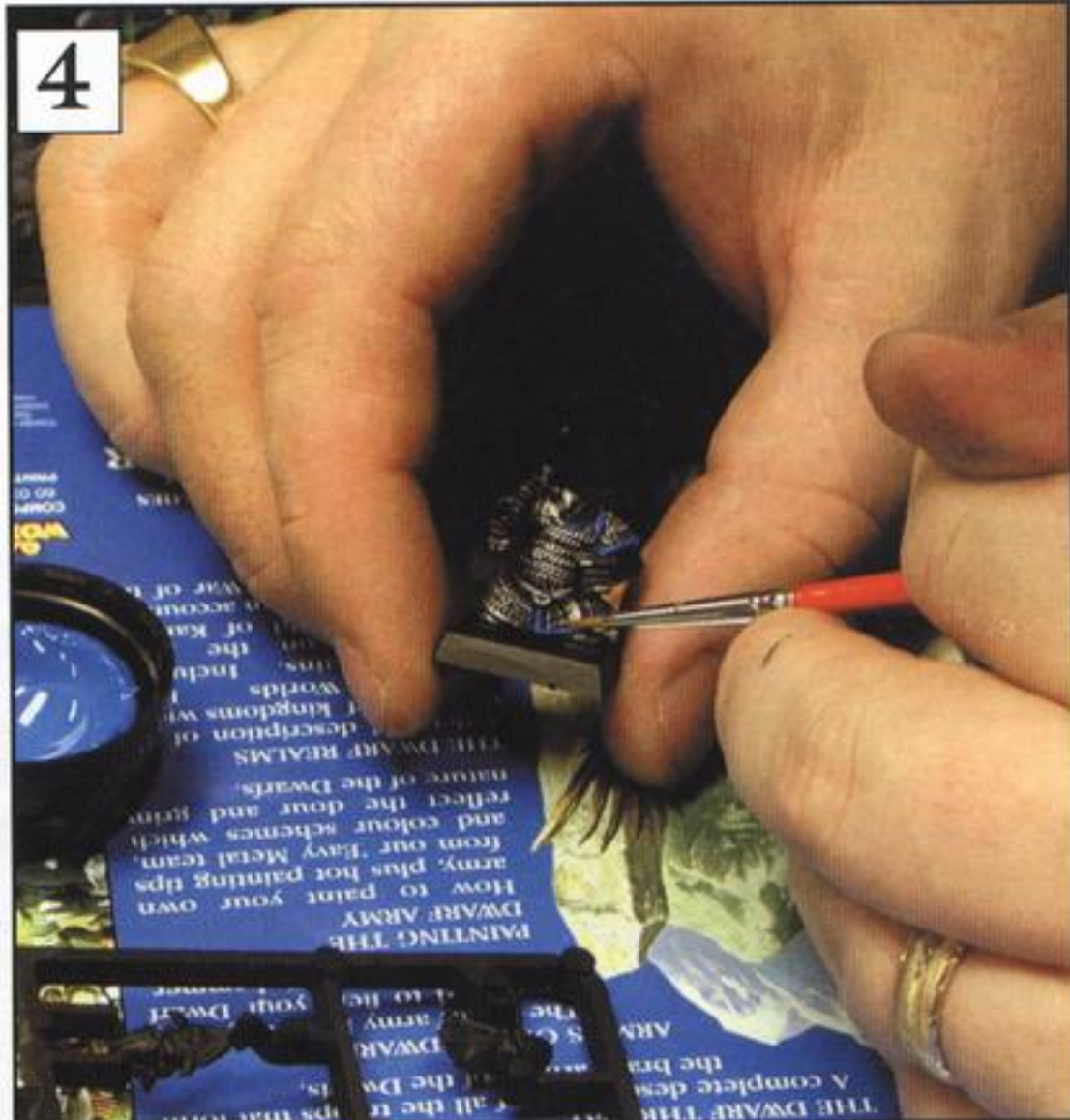
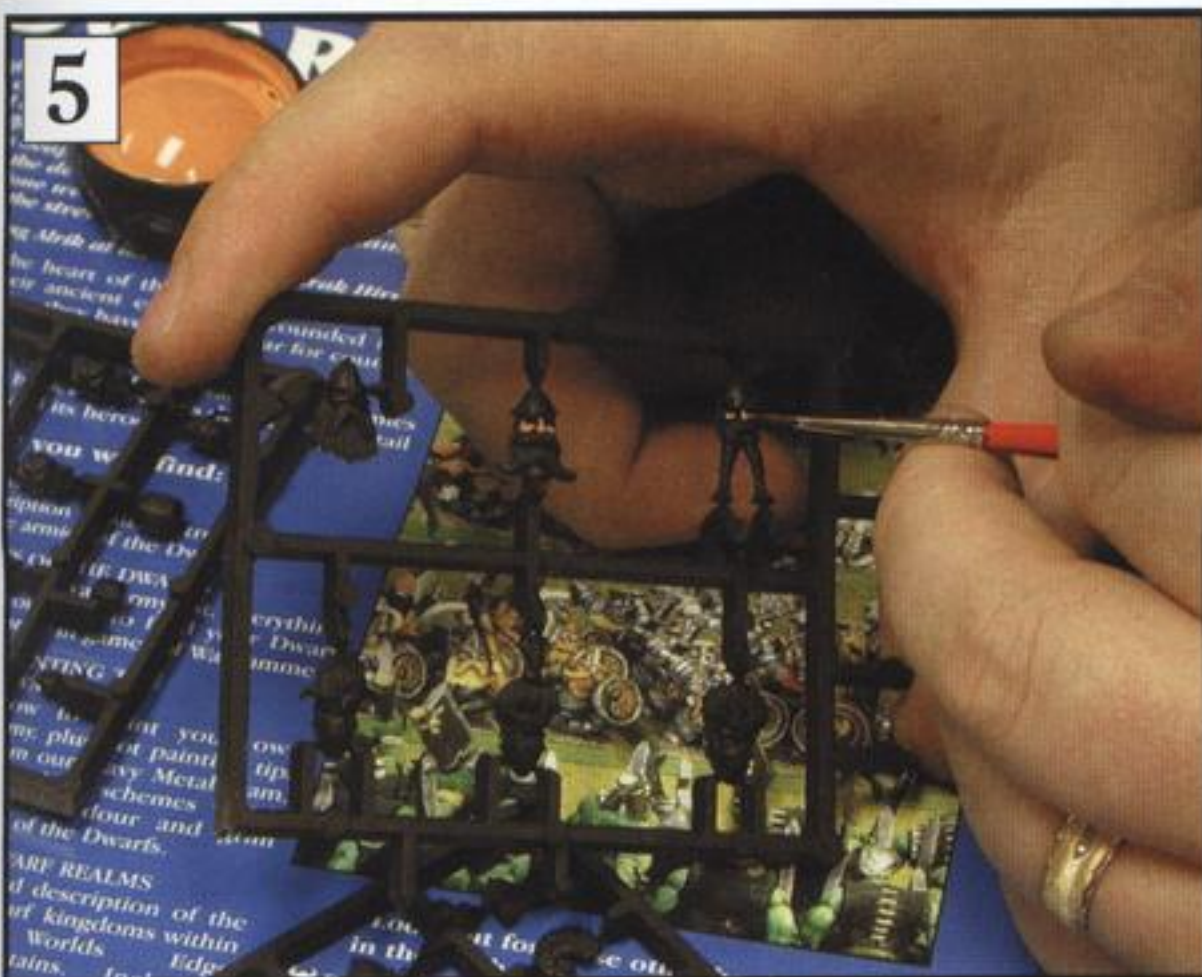




STEP FOUR:

The blue trim stage! One nice coat of Enchanted Blue paint around the surcoat. The neater you are with this stage, the less work you'll have touching up later..

Note: You can substitute any colour you'd like at this stage for the surcoat. Also, you may notice that Ed cheated and painted one of the beads on the sprue. Don't worry, that's coming in the next step.



STEP FIVE:

The separate head phase. Ed found he could paint faster if he kept the head on the sprue. Once it is painted you will have to carefully trim off the bits you need, and cut off any extra plastic sprue left behind.

If you are really after speeding up the process, you can use Enchanted Blue again to repeat the blue trim on the helmets. This is also a good time to paint the shields.

STEP SIX:

At this stage we attach the head and add any details. Ed added the Skull White trim, the Dark Flesh boot colour and odds and ends like the belt. All that was left to do now was to glue on the shield and finish a few highlights. Remember, highlights were made by adding Skull White to the base colour.

STEP SEVEN:

Well, we weren't sure whether there was a Step Seven or not, but we had this last great shot of the finished model and a pic of Ed's lovely hands in action.



DWARF COLOUR CHART

There were quite a few colours that went into the painting of the heads and the shields, and this colour chart should give you a little more guidance.

Snakebite Leather

Axe strapping and clothes

Enchanted Blue

Trim, shield, helmet and weapon handles

Skull White

Trim, shield, helmet

Shining Gold

Shield emblem and helmet trim

Chainmail

Armour, helmet, weapon and shield trim

Dark Flesh:

Belt, shoes

Codex Grey:

Beard

Dwarf Flesh:

Flesh

Now that you've harvested Ed's knowledge, you too can paint Dwarfs quickly! Look out for Ed creeping around US or Canadian Grand Tournaments and let him know that you like his Dwarfs!

The awesome Skaven war machine was sculpted by Colin Dixon, Dave Andrews and Mark Bedford. Before Martin Footitt left the 'Eavy Metal team to become one of our trainee miniature designers, we asked him how he went about painting this new model for the Skaven army.

WARP-LIGHTNING CANNON



ASSEMBLING THE MODEL

The model was first pieced together on a dry run assembly to get an idea of where each part fitted. Leaving the Engineer and the sights to one side, the chassis of the cannon and main barrel were glued together. The Skaven Engineer needs to be in position in order to get the final bits in the right place, so the model was temporarily fixed to the platform before gluing the arm on to him. Finally, the sights of the gun were fixed into place. The Skaven model was then removed so it would be easier to paint. An undercoat of Chaos Black spray was applied, before any areas where the paint had failed to catch were given a coat of thinned down Chaos Black paint.

PAINTING THE MODEL

The wooden sections on the cannon were painted with three different variations to represent the haphazard construction of Skaven war machines.



A basecoat of Scorched Brown was painted on the chosen sections,

followed by highlights with Dark Flesh. Vermin Brown was then added to the Dark Flesh in equal quantities, with a small amount of Bleached Bone added to this mix for the final highlight stage.



For the second wood effect, Scorched Brown was mixed with equal parts

of Snakebite Leather. More Snakebite Leather was added for the first highlight stage followed by a small amount of Bleached Bone added for the final highlights.



An equal parts mix of Scorched Brown and Bestial Brown was used for the final wood effect. More Bestial Brown was then added to the mix for the first highlights, then a small amount of Bleached Bone was mixed in for the final highlight stage.

All of the wood sections were then given a wash with a thinned down mix of equal parts Brown Ink and Black Ink.



A basecoat of Tin Bitz was used to paint the main metal sections of the cannon. Each of the highlight stages was then stippled onto the sections. To create the

stipple effect, most of the paint on the brush was wiped off onto a tissue in a similar manner to drybrushing, then the brush was dabbed rather than wiped onto the selected areas. A highlight of Beaten Copper was first stippled on, followed by Brazen Brass and then an equal parts mix of Brazen Brass and Dwarf Bronze. Mithril Silver was then added to this mix for the final stage in the process.

The edges of the copper sections were painted with Scaly Green and, finally, each area was given a wash with a thinned down mix of equal parts Black Ink and Flesh Wash.



The other metallic sections were painted with a basecoat of Tin Bitz. This was then highlighted with Boltgun Metal followed by an equal parts mix of Chainmail and Mithril Silver. A wash of thinned,

equal parts Brown Ink, Chestnut Ink, Black Ink and Flesh Wash, with a small amount of Dark Angels Green added, was then applied over these sections.



The lens on the cannon's sight was painted with a basecoat of Regal Blue. An equal quantity of Lightning Blue was then added to the

basecoat followed by equal parts Ghostly Grey for the final highlight stage. A small dot of Skull White was painted onto the lens to finish it off.



The warpstone was painted with a basecoat of Chaos Black and Dark Angels Green. Dark Angels Green was

then used for the first highlight stage followed by adding Scorpion Green. Normally, warpstone is left at this stage, but as the piece is so large some more highlight stages were added. Bilious Green was added first to the mix, followed by a small amount of Skull White to complete the highlights. The stone was then given a glaze of Yellow Ink followed by a glaze with Green Ink, applied evenly over the whole area.



PAINTING THE CREW

The skin of the Skaven cannon crew was painted with a basecoat of Dark Flesh. This was then mixed in equal parts with Dwarf Flesh for the first highlight, followed by a



second highlight created by adding a small amount of Elf Flesh to the mix. A small amount of Pallid Flesh was also added for the final highlight stage.



The fur was painted with a basecoat of Bestial Brown. An equal parts mix of Snakebite Leather and Bubonic Brown was used for the

first highlight, with Bleached Bone being added to the mix for the final highlights.



The cloaks were left with the undercoat of Chaos Black to which a highlight stage of Fortress Grey was applied.

The robe of the Skaven Engineer was given a basecoat of a mix of equal parts Chaos Black and Scab Red. This was then highlighted with



Scab Red followed by Red Gore and Fiery Orange to finish. The robes were then given a wash of Red Ink and Purple Ink.



For all of the metal sections, a basecoat of Boltgun Metal was highlighted by Chainmail, followed by

Mithril Silver. This was then given a wash with Black Ink and Brown Ink.



Snakebite Leather highlighted with Bleached Bone, and a final

highlight of Skull White was used on the teeth.



The Engineer's eyepiece was painted with Red Gore followed by Blood Red and a

final highlight of Fiery Orange. A small dot of Skull White was then painted onto the lens.

Once the model had been given a spray of varnish, gloss varnish was applied to the eyepiece, the lens and the warpstone.



The model was then based by gluing sand to the base with PVA. This was painted with Bestial Brown and drybrushed with Bubonic Brown. It was then given a final drybrush with Bleached Bone and lastly static grass was applied.



Thanquol and Boneripper are two great miniatures for the Skaven army, designed by Jes Goodwin and Mark Harrison. We asked Tammy Haye how painted them.

THANQUOL & BONERIPPER

Models Painted by Tammy Haye



THANQUOL

PAINTING THE MODEL

Thanquol was first given an undercoat of Chaos Black. A basecoat mix of equal parts Codex Grey and Chaos Black was applied first to the fur areas. Bleached Bone was then added to the basecoat mix in small amounts for each successive highlight stage,



finishing off the highlights by adding Skull White and Bleached Bone to the mix together.

A basecoat of Scorched Brown was applied to the skin. An equal quantity of Dwarf Flesh was then added to this for the first highlight,



adding more Dwarf Flesh and Fortress Grey for successive highlights. Bleached Bone was then added to the mix for the final highlight stage.

The cloak was painted with an equal parts mix of Codex Grey and Chaos Black. Once this had dried,



a glaze of watered-down Black Ink was applied and a second coat of the original mix was painted on as a highlight. The final highlights were an equal parts mix of Codex Grey and Fortress Grey.



FINE DETAIL

Scorched Brown was painted on as the basecoat for the staff. This was drybrushed with Bestial Brown followed by Bubonic Brown. To finish the wood effect, a thin glaze of Flesh Wash and Brown Ink was then applied.



The copper armour and top of the staff were painted with a basecoat of Tin Bitz, and this was highlighted with an equal parts mix of Tin Bitz and

Brazen Brass. The next highlight stage was to use Brazen Brass on its own, followed by a final highlight of Brazen Brass and Mithril Silver in an equal parts mix. To finish these sections, they were given a wash with an equal parts mix of watered-down Chestnut Ink, Brown Ink and Black Ink.



The pouches and the rope were painted with a basecoat of Scorched Brown. Bleached Bone was added to this for each successive highlight, adding extra highlight stages when finishing the ropes.



FINISHING TOUCHES

Tin Bitz was first painted on as the basecoat for the sword and chain, followed by Boltgun Metal for the first highlight. Mithril Silver was



used for the final highlight stage. The central part of the sword, just above the hilt, was given a glaze of thinned-down Brown Ink and Black Ink.



To paint the horns, a basecoat mix of Bestial Brown and Codex Grey, with a small

amount of Chaos Black, was applied. Bleached Bone was then added to this for successive highlight stages, which were painted on moving from the base to the tip. As the highlight stages reached the very tips of the horns, small amounts of Skull White were added to the mix.

Finally, a glaze of Brown Ink and Black Ink, which had been greatly diluted, was applied to the base of the horns.

BONERIPPER

ASSEMBLING THE MODEL

The model was put together in a dry run assembly before the torso was double pinned to the legs for extra support. The rest of the model was then glued together before giving it an undercoat of Chaos Black.

PAINTING THE MODEL

The skin was painted with a basecoat of equal parts Chaos

Black and Scorched Brown. This was highlighted with Scorched Brown. A mix of Scorched Brown and Snakebite Leather was used for the next highlight stage with Bleached Bone being added to this for each successive highlight. The final highlight was made by adding more Bleached Bone and Fortress Grey to the highlight mix, followed by a glaze of equal parts Brown Ink, Black Ink and Yellow Ink.

The bone was painted with a basecoat of Bestial Brown, Codex Grey and a small amount of Chaos Black. This was highlighted by the addition of small amounts of Bleached Bone to the mix for successive highlights, with the final addition of Bleached Bone and Skull White.

A basecoat mix of equal parts Codex Grey and Chaos Black was painted onto the bandage wrappings. This was then highlighted with



Codex Grey, followed by an equal parts mix of Codex Grey and Fortress Grey.

FINE DETAIL

The exposed muscle was painted with a basecoat of Bleached Bone. A thinned mix of Red Ink with a small amount of Scab Red was

then painted onto the edges of the muscle. Doing it this way, the ink runs down into the recesses creating the sinew effect.



The fur was drybrushed with Codex Grey.



To create the metal effect, a basecoat of Tin Bitz was highlighted with Boltgun Metal. A diluted mix of Flesh Wash, Brown Ink and some Green Ink was applied to these areas, leaving out the protruding



edges. This same mix was also applied to some patches on the skin.

Texture was added to the base of the model by gluing on sand with PVA glue. This was then painted with Bestial Brown and drybrushed with Bubonic Brown. It was given a final drybrush with Bleached Bone and, to finish off, static grass was applied.



PAINTING WARPSTONE

Both models, and many others in the Skaven range, feature warpstone. There is a simple but effective method to paint this.

Starting with a basecoat of Dark Angels Green the warpstone is

highlighted with Snot Green.

Scorpion Green can then be painted on in patches as the final highlight.



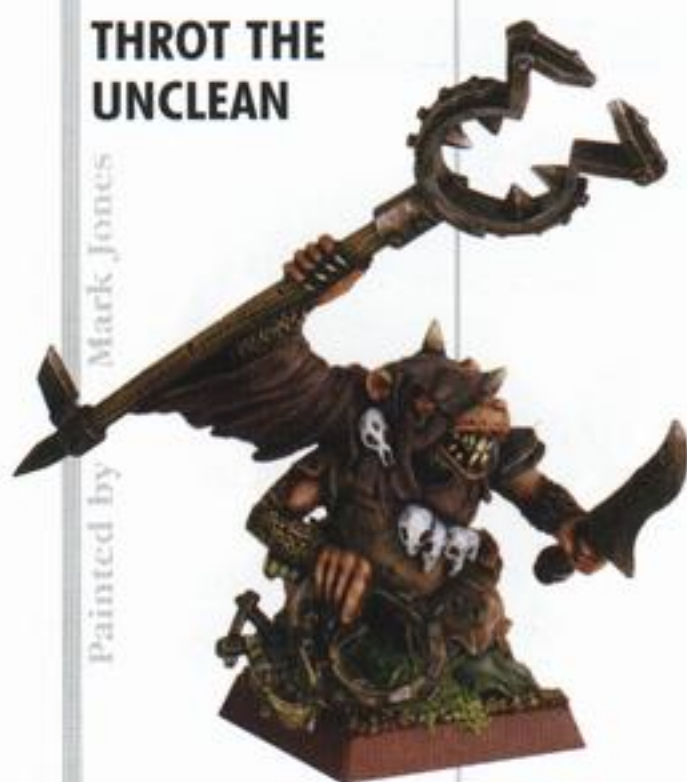
Boneripper's glass bulb was given a coat of gloss varnish to create a glassy effect.



To help those of you who are collecting Skaven armies, we thought we'd ask the 'Eavy Metal team how they painted Throt the Unclean, sculpted by Mark Bedford, and the Warlock Engineer, sculpted by Colin Grayson.

THROT THE UNCLEAN

THROT THE UNCLEAN



Painted by Mark Jones

ASSEMBLING THE MODEL

After gluing the arm onto the model, it was then given an undercoat with Chaos Black spray. Any areas of poor coverage were coated with thinned Chaos Black paint.

The hooded section of Throt's robes was painted with a basecoat mix of equal parts Scorched Brown and Chaos Black. Small quantities of Elf Flesh were then added to this mix for successive highlights. As the hood is made of separate patches, some areas received more highlight stages than others.



A basecoat of Scorched Brown was used for the under-robe. This was then highlighted by mixing an equal quantity of Bronzed Flesh into the basecoat, followed by a highlight of Bronzed Flesh on its own.



Throt's bottom robe was painted with a basecoat mix of equal parts Dark Angels Green and Chaos Black. Bleached Bone was then added to this in small amounts for each successive highlight stage.



A basecoat of Dark Flesh was used to paint the skin. This was highlighted with Dwarf Flesh followed by a final highlight of Elf Flesh.

Bestial Brown was used as the basecoat for the fur. This was highlighted with



Snakebite Leather followed by a light drybrush highlight of Bleached Bone.

FINE DETAIL

The wood on his weapon was painted with a basecoat of Scorched Brown, then highlighted with a drybrush of Snakebite Leather, followed by a subtle highlight stage of Bleached Bone.



The metal sections on the miniature were given a basecoat of Tin Bitz, and Boltgun Metal was then drybrushed over this. These sections were given two washes with thinned-down Citadel paints: the first was Bestial Brown followed by a wash with Scaly Green.



Scorched Brown was used as the basecoat for the whip followed by a highlight of Snakebite Leather. The



same washes that had been used on the metal sections were then applied to the whip.



The pouches were painted with a basecoat of Vermin Brown

and highlighted by adding small amounts of Bronzed Flesh to this.



The teeth and claws were given a basecoat of Snakebite Leather, and Bleached Bone was then used for the highlight stage.

FINISHING TOUCHES

Throt's good eye was painted with Blood Red and a small dot of Fiery Orange was then painted on as a highlight.



The warpstone eye was painted with a basecoat of Dark Angels Green and highlighted with Bad Moon Yellow.

The model was then based by gluing sand to the base with PVA. This was then painted with Bestial Brown and drybrushed with Bubonic Brown. It was given a final drybrush with Bleached Bone and, lastly, clumps of modelling foliage were applied.



WARLOCK ENGINEER

Painted by
Kirsten Mickelburgh



PAINTING THE MODEL

The skin was painted with a basecoat of Bestial Brown. Elf Flesh was added to this in equal quantities for the first



highlight stage, adding small amounts of Elf Flesh for each successive stage.



A basecoat of Scab Red was used to paint the Warlock's robes. This was highlighted with Red Gore followed by Red Gore with a small amount of Skull White mixed in. The whole robe was then given a wash with thinned Red Ink.



The Warlock's fur was painted with a basecoat mix of equal parts Codex Grey and Bestial Brown. Small

amounts of Fortress Grey were added to the mix for each successive highlight stage.

FINE DETAIL

The silver sections were painted with a basecoat of Boltgun Metal, and then



highlighted with Chainmail. These areas were then given a thinned wash with Brown Ink, followed by a second wash with thinned Green Ink.

To paint all of the gold sections on the model, a basecoat of Tin Bitz was

applied, and then highlighted with Burnished Gold followed by an equal parts mix of Burnished Gold and Mithril Silver. To finish, the gold was then given a wash with thinned Brown Ink.



The wooden staff was painted with a basecoat of Scorched Brown, with small amounts of Skull White being added to this for the highlight stages.



The cable running up to the Warlock's weapon was painted with a basecoat of Boltgun Metal and highlighted with Mithril Silver.



To paint the lenses, a basecoat of Scab Red was first highlighted with Red Gore, followed by Blood Red and a final highlight of Fiery Orange.

FINISHING TOUCHES

An equal parts mix of Bestial Brown and Codex Grey, with a touch of Skull White, was used as the basecoat for the



bandages. These were highlighted by adding more Skull White to the mix before giving them a thinned wash of Chestnut Ink.

The tail flag was painted with Skull White and then given a thinned Chestnut Ink wash. After this, a diluted Green Ink wash was applied before a few splotches of Red Gore were painted on.



PAINTING WARPSTONE

This model, and many others in the Skaven range, features warpstone. There is a simple but effective method to paint this. Starting with a basecoat of Dark Angels Green, the warpstone is highlighted with Snot Green. Scorpion



Green can then be painted on in patches as the final highlight. The warpstone can then be given a coat of gloss varnish to create a glassy effect.



ARCHAON

PAINTING THE LORD OF THE END TIMES

We continue our Painting Masterclasses by asking the 'Eavy Metal team how they approached the task of painting the incredible new Archaon miniature designed by Brian Nelson.



Painted by Keith Robertson

over the Chaos Black undercoat. This was then highlighted by adding Bubonic Brown to the mix, followed by Bleached Bone.



The strap on the underside of the horse was painted with a basecoat of Scorched Brown.

Bleached Bone was added to this for highlights and, to finish off, it was given a wash with Brown Ink.



The rune on the rear of the steed was painted with a basecoat of Red Gore, which was highlighted by adding Bleached Bone, followed by a

wash with Red Ink. The same colours were also applied to sections where the horns emerge from the steed's flesh.



The first part of Archaon to be painted was the fur, as this would be drybrushed. A basecoat mix of Scorched Brown and Snakebite Leather was applied first. Increasing amounts of Bleached Bone were then added to the mix for each successive drybrush. The claws were given further highlights with Bleached Bone. To finish the fur, it was given a wash with thinned Brown Ink.



Archaon's armour and shield were painted with Chaos Black. The edges of the armour were then picked out with a basecoat of Blood Red.

ASSEMBLING THE MODEL

The four pieces of Archaon's Daemoniac Steed were assembled first. Next the body, helmet and sword arm were fixed together but left unattached from the horse's body. The shield was painted separately, as were the reins. Each of these parts were then given an undercoat with a spray of Chaos Black, followed by a touch of thinned Chaos Black paint to any areas of the model where the paint had failed to catch.

The Daemoniac Steed was painted first. The Chaos Black undercoat on the



flesh was first highlighted with a mix of equal parts Chaos Black and Codex Grey. More Codex Grey was then added to this at each successive stage to bring the highlights up to Codex Grey on its own.



The mane and tail of the steed were then painted with the same highlights as the flesh except that

Fortress Grey was then used to continue the highlight stages.



The chainmail around the saddle section was painted with Boltgun Metal. This was then drybrushed with Chainmail followed by

Mithril Silver. Blazing Orange with a small amount of Bestial Brown mixed in was then thinned down with water and applied to the chainmail to create rusty patches.



To paint the steed's hooves an equal parts mix of Chaos Black and Bestial Brown was painted

This was highlighted by adding small amounts of Fiery Orange to the basecoat. The spike on the shield was given extra highlights with Fiery Orange.



A basecoat of Scab Red was used to paint the cloak and the reins. Small amounts of Bleached Bone were added to this for the highlight stages.



The helmet and the Chaos symbol on the shield were painted with a basecoat of Dwarf Bronze. This was then given a wash with Brown Ink. Shining Gold was then painted over this, followed by a



final highlight of an equal parts mix of Shining Gold and Mithril Silver.



The skulls were painted with a basecoat of Bestial Brown. Bubonic Brown was used for the first highlight stage, followed by

Bleached Bone. Black Ink was then applied to the runes engraved in the bone.



The stirrups and buckle were painted with a basecoat of Boltgun Metal, which was

highlighted with Chainmail, followed by Mithril Silver.



The horns on the horse and Archaon were painted with a basecoat mix of Chaos Black and Bestial Brown. Small amounts of



Bleached Bone were added for each successive highlight stage, bringing the highlights up to Bleached Bone on its own.



Archaon's sword was painted with a basecoat of Boltgun Metal. This was then highlighted with Chainmail, followed by Mithril Silver. The section of the sword near the handle was given a glaze with thinned Black Ink. Moving up the blade a glaze of Red Ink was applied, blending it in with the black. This then changed to Yellow Ink further up the blade, again blending the inks together. The very tip of the blade was then repainted with Mithril Silver which had a little Yellow Ink mixed in.



The inside of the blade was painted with Blood Red, highlighted by adding Fiery Orange, followed by Sunburst Yellow.

The base was given a drybrush with an equal parts mix of Chaos Black and Codex Grey. This was highlighted with Codex Grey on its own, followed by a final highlight of Fortress Grey. The rock was then given a subtle wash with a mix of Green Ink and Blue Ink to add a small amount of colour.



The spikes were painted with a basecoat of Scaly Green. Bleached Bone was then added to this for successive highlight stages.



Two of the special characters detailed in the High Elves Armies book are the noble Dragonlord Prince Imrik and Teclis, High Warmaster of the White Tower. Here we show you how our team painted the models.

IMRIK & TECLIS



Imrik painted by Neil Green

PRINCE IMRIK,
DRAGON PRINCE OF CALEDOR

ASSEMBLING THE MODEL

The model was put together in a dry run assembly before pinning the tail to the body. Prince Imrik's lance arm was pinned into place and he was then pinned onto a flying stand for easy access. Both models were then given a Chaos Black undercoat before touching up the areas where the spray failed to catch with watered down Chaos Black paint.

PAINTING THE DRAGON

The scales and wing membranes of the Dragon were given a basecoat of Regal Blue. An equal quantity of Skull White was then added to this for the first highlight stage before a small



amount of Skull White was added to the mix for the final stage.

The wing membranes were next given a diluted wash of an equal parts mix of Black and Blue Inks.

The Dragon's skin was painted with a basecoat of Regal Blue. Three parts Regal Blue was then mixed in with one part



Bleached Bone was added to the mix until it was now three parts to one part Regal Blue. The final highlight stages were made by adding Skull White to the mix until the final highlight was roughly three parts Skull White to one part mix. Bleached Bone paint that had been highly watered down was then applied in two or three coats to the skin sections.

Bleached Bone for the initial highlight stage. A second highlight was applied using equal quantities of Bleached Bone and Regal Blue. Next, more

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Bestial Brown was used as the basecoat for the spines, horns and teeth of the Dragon. This was then highlighted with Snakebite Leather. Bleached Bone was added to Snakebite Leather in an equal quantity and then Bleached Bone alone was



used for the next highlight stage. Final highlights were painted on using Skull White before a thinned glaze of Brown Ink was applied to the base of the horns, teeth and spines.

To paint the inside of the Dragon's mouth, a basecoat mix of equal



quantities Red Gore and Vermin Brown was applied. Small amounts of Elf Flesh were added for each successive highlight stage. This was then given a wash with a thinned-down mix of equal parts Red Ink and Chestnut Ink. Purple Ink was added to the wash and applied to the darker recesses of the mouth.

PAINTING PRINCE IMRIK

Imrik's armour was painted with a basecoat of Regal Blue. Mithril Silver was then added to the colour, starting



with just a little and gradually building up the amount in the mix with each successive highlight stage, up to roughly three parts Mithril Silver to one part Regal Blue. Next, the armour was given a wash with thinned Blue Ink, before a final highlight of Mithril Silver was applied to the edges of the armour.



The Gold trim on the armour was painted with a basecoat of Dwarf Bronze. These areas were then highlighted with Shining Gold, with an equal parts mix of Shining Gold and Mithril Silver applied as a final highlight. These sections were then given a wash with watered down Brown Ink.

The lighter colour of Imrik's robes, and the various sashes on the horn and lance, were painted with a basecoat of Bronzed Flesh and Scorched Brown mixed together in equal quantities. Bronzed Flesh on its own was applied



to the creases of the robes leaving the recesses of the folds with the basecoat showing. Bleached Bone was then painted on as the next highlight. A mix of equal parts Bleached Bone and Skull White was then applied before a final highlight of Skull White alone.

The saddlecloth had a basecoat of Shadow Grey which was then mixed in equal parts with Fortress Grey, followed by a highlight of Fortress Grey on its own. Skull White was



added to this mix for successive highlights, using a final highlight of Skull White on the most prominent parts of the cloth.

The face was painted with a basecoat of watered down Vermin Brown which was applied in two or three coats. Dwarf Flesh was then added to the basecoat mix so that it was roughly three parts Vermin Brown to one part Dwarf Flesh. More Dwarf Flesh was added to the mix along with a drop of water to ensure the thinned consistency, until the mix was equal parts Dwarf Flesh and Vermin Brown.

A watered down Dwarf Flesh was then applied. Next, the face was washed with a thinned mix of Purple Ink and Flesh Wash, before being re-highlighted with Dwarf Flesh. Elf



Flesh was added to Dwarf Flesh, then Elf Flesh on its own was applied. The final highlight was done by adding a small amount of Skull White to the Elf Flesh.

The blue sections on the trim of the cloth and underside of the cloak were



painted with a Regal Blue basecoat. A small amount of Shadow Grey was added to this followed by a wash with Blue Ink. To finish, Shadow Grey was used on its own to paint a pattern on the hem of the cloak.



The basecoat of the horn was Bronzed Flesh and Scorched Brown mixed together in equal quantities. Bronzed Flesh on its own was applied for the first highlight stage, followed by Bleached Bone. A mix of equal parts Bleached Bone and Skull White was then applied before a final highlight of just Skull White.



A basecoat mix of equal parts Scorched Brown and Bronzed Flesh was used to paint

Imrik's hair. More Bronzed Flesh was added to this for the first highlight until the mix was approximately three parts Bronzed Flesh to one part Scorched Brown. An equal quantity of Bleached Bone was added to the mix and applied, followed by giving the model a wash with thinned Brown Ink. The final highlight was Bleached Bone with a small amount of Skull White added.

TECLIS, HIGH LOREMASTER OF THE WHITE TOWER

Teclis painted by Kirsten Mickelburgh



ASSEMBLING THE MODEL

For easy access to the model, the staff arm was attached to a flying stand and painted separately. Both parts of the model were then given an undercoat with Chaos Black spray before using thinned Chaos Black paint to go over any areas the spray had missed.

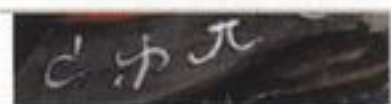
PAINTING THE MODEL

Fortress Grey was used as a basecoat to paint the robe. Increasing



amounts of Skull White were added to this, finishing the highlights with Skull White on its own.

The rim of the robe was painted with Codex Grey, adding a small amount of Skull White for a single highlight stage.



The blue cloak was painted with a basecoat of Regal Blue. Enchanted Blue was added to this in equal amounts for the first highlight stage. This was followed by adding Ice Blue for the final highlights. The entire robe was then given a wash with Blue Ink.



The silver sections of the model – on the sword, helm, dagger and staff – were painted with a Chainmail

basecoat which was then given a wash with a thinned mix of Black Ink and Blue Ink. A second layer of Chainmail was then painted on before highlighting with Mithril Silver.



The gold sections of the model were painted with a basecoat of Tin Bitz followed by a highlight of Shining



Gold. These sections were then given a wash with diluted Brown Ink. A second layer of Shining Gold was then applied and final highlights were made using Mithril Silver.

Teclis' skin was painted with a basecoat of Dwarf Flesh. This was



then given a wash with thinned Bestial Brown, followed by a second layer of Dwarf Flesh. Highlights were applied in Elf Flesh, finishing by adding a small amount of Skull White to the Elf Flesh.

FINE DETAIL

The wooden staff was painted with a basecoat of Snakebite Leather. The first highlight stage was Bubonic Brown followed by adding Bleached Bone to this, for successive highlights.



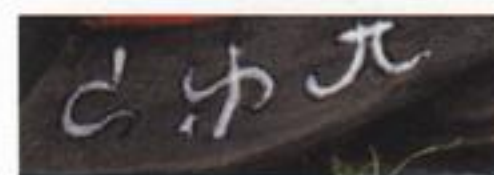
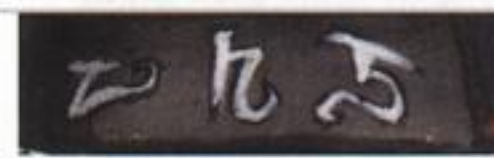
A basecoat of Dark Flesh was used to paint the boots, with a small amount of Bleached Bone added to this for the highlight stages.

FINISHING TOUCHES

The book on the staff was painted with Bestial Brown. The pages were basecoated Scorched Brown, with Bleached Bone added to this for successive highlight stages. The runes on the book were taken from the High Elves Armies book symbolising life and death.



The runes on the hem of the robe were first painted with Chaos Black and then Skull White, leaving a thin outline of black showing.



The decoration on the white section of the robes was painted using a basecoat of Chaos Black. Skull White was then applied, leaving a small outline of black, before Red Gore was painted over the white. Fiery Orange was added to this for successive



highlights, finishing this process with Fiery Orange on its own.

Gemstones Painting

High Elf models are often decorated with precious gems and jewels, especially champions and special character models. Here is the method that the 'Eavy Metal team use to paint them.



1. From a Chaos Black undercoat, paint 3/4 of the gem Red Gore.



2. Paint half your gemstone Blood Red



3. Paint a crescent moon of Fiery Orange in the bottom corner of your gem stone.



4. Apply a small stripe of Skull White to the black area of the gem to create the illusion of light catching it.



A simple alternative for painting gems is to apply several coats of Red Ink over a white basecoat.



Another alternative is to paint the gem red and add a white spot to the top of the gem as a highlight.

In this article, we revisit the very first appearance of the verminous Skaven race: the Battle of la Maisontaal Abbey. Alessio Cavatore was given the task of reworking the scenario, which originally featured in the Citadel Journal way back in the spring of 1986. All that was needed now was a new piece of terrain to represent the abbey itself. For that, White Dwarf turned to its very own scenery maker, Paul Rudge, and the abbey's original creator, ace terrain builder Dave Andrews.

Paul: It had been a while since I completed my Inquisitor battlefield (which was featured in its entirety in the battle report of White Dwarf 264) and I was extremely eager to start a new modelling project. It was at this point that I heard plans that White Dwarf would be updating the classic Warhammer scenario, the Battle of la Maisontaal Abbey. Although I knew that the scenario had begun its life in a very early edition of the Citadel Journal, my memories of the it come from the more recent WD237. I really enjoyed playing the scenario, and the great background which featured my

BUILDING THE ABBEY OF MAISONTAAL

Scenery for the Battle of Maisontaal

favourite army, the Undead. Facing off against them in the scenario were two very different armies: the Skaven and the Bretonnians.

I began by doing some research into the project. Luckily for me, Alessio had already ventured into the depths of Games Workshop's archives and dusted off the Journal in question. As well as the scenario, it also featured Dave Andrews' original cut-out card model of the abbey. Using this as a starting point, I approached Alessio to find out what he had in mind.

Alessio had noticed that, all too often, players simply use terrain as something to break line of sight on the battlefield. Rarely did units, other

than skirmishers, attempt to move through a terrain piece. One of the reasons for this is that your average terrain piece, whether a small forest or even a single rock, will simply not allow a ranked twenty-man unit to pass through it without turning them into a jumbled mess. What Alessio wanted was a piece of terrain that would encourage more interaction between players' armies and the scenery itself.

Alessio had also done some research into the style and theme of the abbey. It was a Bretonnian abbey that had taken its name from Taal, the god of nature. For an architectural theme for the building, Alessio wanted to avoid the usual generic Empire



WHAT YOU WILL NEED FOR THIS SCENERY WORKSHOP:

- 2' x 2' MDF board
- Foamboard
- Corrugated card
- Textured wallpaper, card and plasticard
- Plastic rod
- Green flock
- Sand
- Your bits box
- Textured paint
- Polystyrene ceiling tile
- Chaos Black spray paint
- Skull White spray paint
- Chaos Black, Codex Grey, Skull White, Boltgun Metal, Dark Flesh, Bestial Brown, Snakebite Leather, Bubonic Brown, Dwarf Flesh, Bleached Bone, Flesh Wash and Black Ink Citadel paints
- PVA glue and superglue

YOU WILL ALSO NEED THE FOLLOWING TOOLS:

A small drybrush, tank brush, detail brush, cutting mat, metal ruler, modelling knife, modelling saw, metal file, pin vice, sculpting tool, clippers and pen or pencil.

Most of these tools are included in our Tool Kit available at your local Games Workshop store.

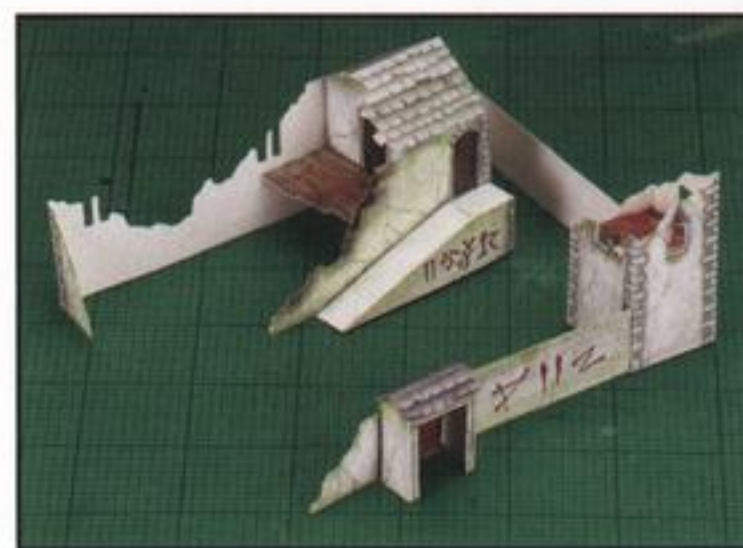
half-timbered style of building. He envisaged the abbey as having a style of its own; something new and fresh, but what? At this point we involved Dave Andrews.

After explaining the situation to Dave, it wasn't long before we were thumbing our way through a collection of books detailing different architectural and historical styles. With such a variety of styles to choose from, it wasn't difficult to find several interesting examples that would be perfect for the abbey. The theme that we eventually chose for the building was a Mediterranean mix of southern French,

Spanish and Italian architectural styles but with a definite Warhammer tinge.

To give the finished abbey the look we wanted, Dave and I chose what we felt were the three main ingredients to creating the new style. Firstly, they included lots of arched architectural details in their design. Secondly, all buildings of this style have whitewashed walls. Thirdly, and more importantly, there was the key feature of a terracotta pantiled roof.

Armed with Alessio's list of gaming requirements and Dave's architectural tips, I set about drawing how I thought the finished abbey should look. I decided not to stray too far from the original model, so my finished design would still need to include a partially damaged main building representing the abbey, a courtyard surrounded by a wall and a second, much smaller building. However, there was one element that I would be changing: its size. The abbey needed to be much bigger, so large that it would dominate the battlefield and force gamers to interact with it. This increase in size would then provide enough space inside the courtyard for several units to move and perform limited manoeuvres.



The original card model of the abbey.

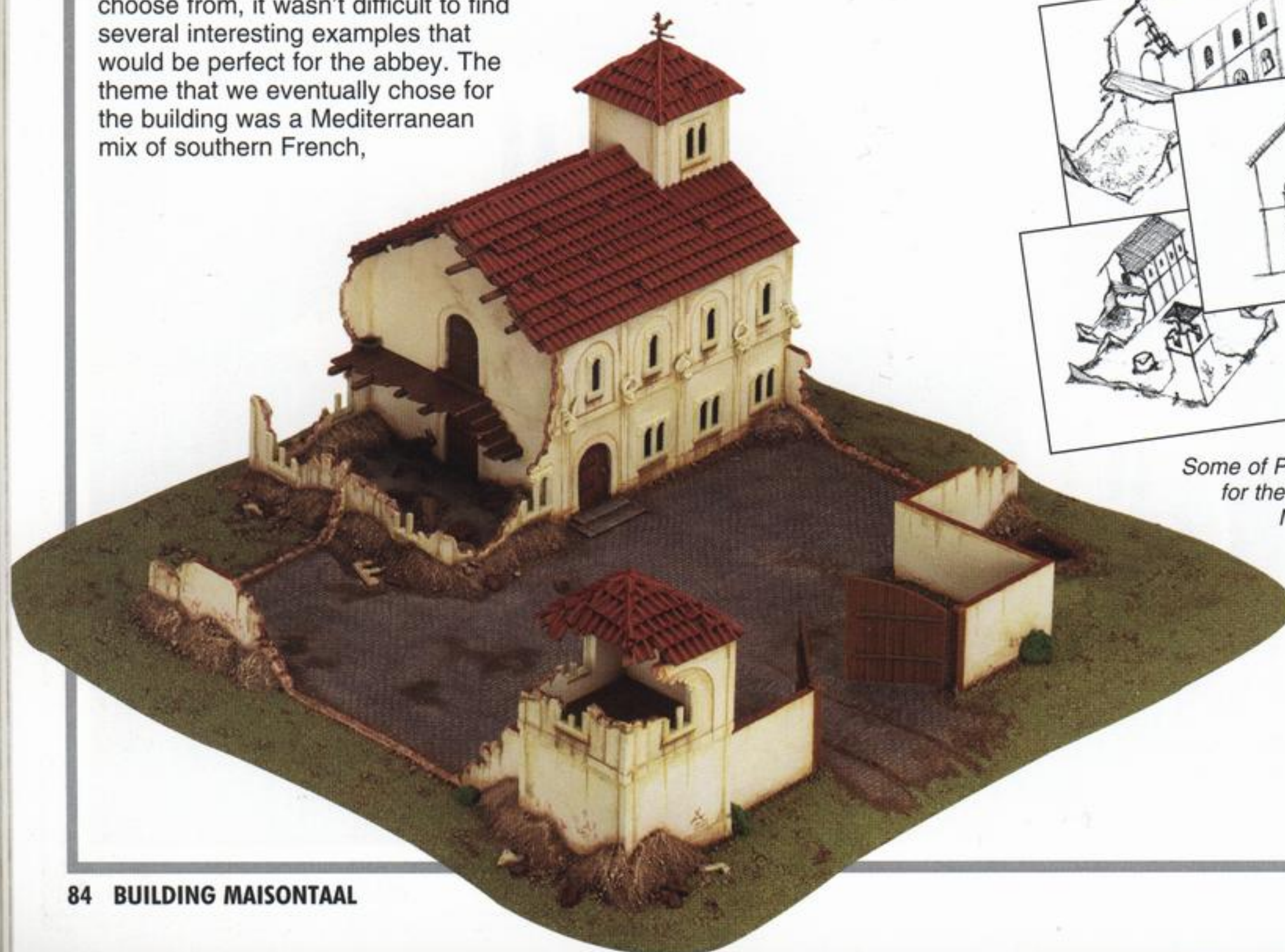
To allow units access to the inner courtyard, the outer wall would be breached in three places and have a large gate. All four holes in the outer wall would be wide enough to allow a unit on a movement tray 11cm wide to move into the courtyard without any penalty.

While I was thinking about how to encourage more interaction between the gamer and terrain, and because the Warhammer rulebook includes rules for skirmish games, I decided (in a moment of madness) to allow complete and total interaction with every part of the finished terrain piece, including the inside of the abbey itself. This meant that I would have to build the abbey so that the entire roof could be easily removed to allow access to the lower floor.

This certainly would be a challenging project.



Some of Paul's initial designs for the Abbey of la Maisontaal.



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With the enemy on all sides, the Men-at-arms make a final charge.

BUILDING THE ABBEY

1. To provide a good solid base, a piece of MDF two feet square and 6mm thick was used. Onto this was stuck a large ceiling tile in which were cut small trenches where the walls and buildings would be glued later.

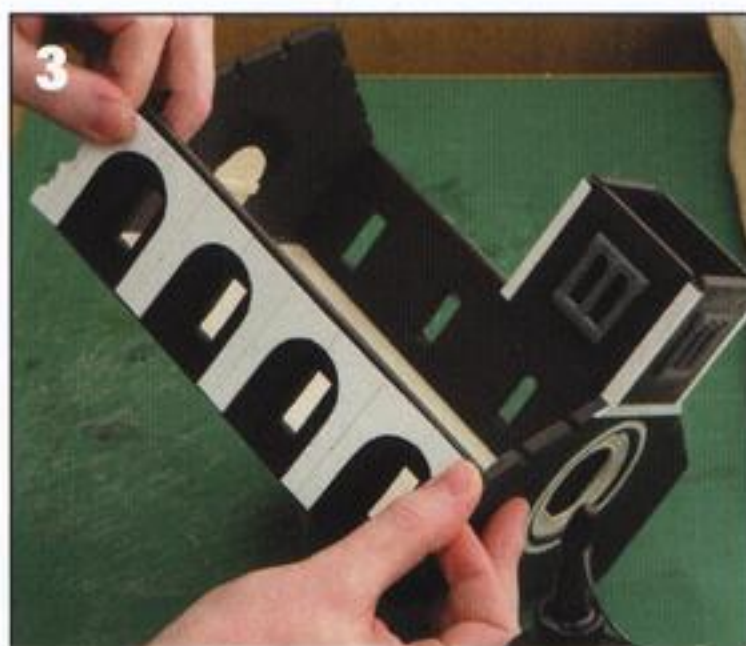


2. With the base complete, it was time to start work on the abbey's buildings. For the walls of the abbey, lengths of 5mm thick foamboard 120mm wide were cut.

After cutting holes for the windows, roughly cutting and removing a large corner from the piece of foamboard would perfectly represent the damaged section of the abbey.



3. After gluing the walls together to form a simple box, the next job was to add some detail to what were flat pieces of foamboard. Using layers of thin card, the architectural quality of the building was emphasized.

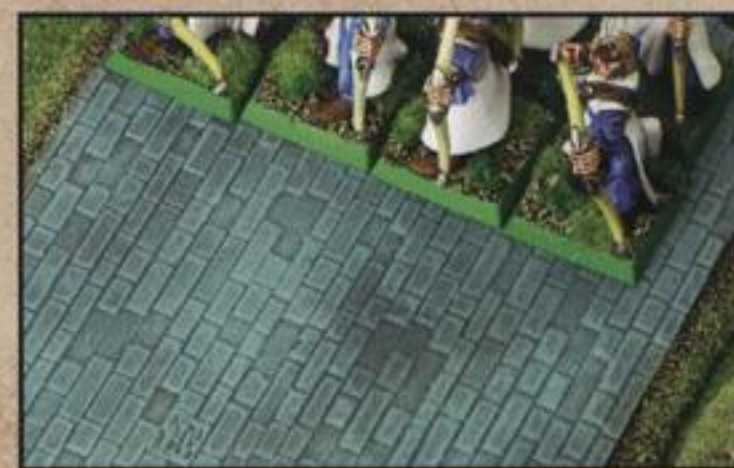


THE COURTYARD

A piece of textured wallpaper was used to create the cobbled courtyard but, rather than just leaving it flat and featureless, a few puddles were added by simply pressing into the polystyrene tile with my finger and painting it with several coats of gloss varnish.



Looking through some of the Studio terrain made by Dave Andrews and Mark Jones, I found two very quick and easy ideas for flooring that you could try yourself:



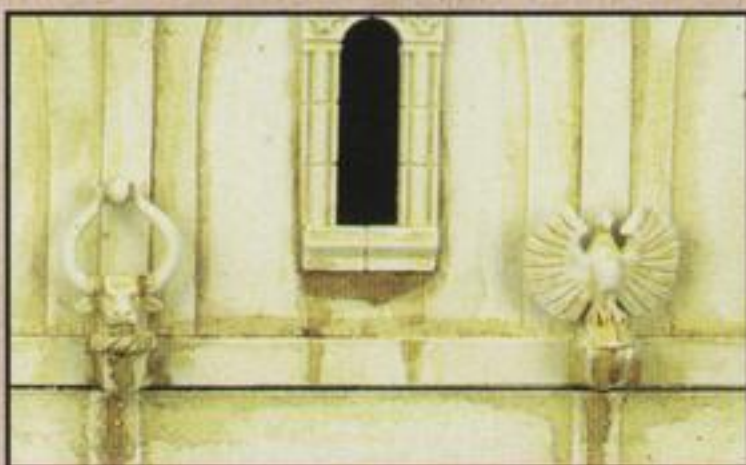
A piece of textured plasticard, drybrushed quickly, makes the perfect road for games of Warhammer.



This wonderful Dwarf road is nothing more than a colour photocopy from a book on historical ornamental images.

ARCHITECTURAL DETAILS

The Bretonnian Knights of the Realm crests fitted perfectly into the background of the abbey, helping to give the building its unique character and link it with both the Bretonnians and Taal, their god of nature.



Dave Andrews and Mark Jones are Games Workshop's resident terrain experts. When building terrain for the Studio armies they always manage to add simple little details to whatever they create.

Here are a few examples of what I'm talking about, and I believe they also show you how simple it is to do yourself.



Here an Empire shield frame gives this building a very unique feel and ties it in with the background of the Empire.



Both of the above examples make great use of the Mordheim building frame to add interesting details to the buildings.



A handful of Bretonnians make a valiant last stand on the steps of the abbey.

4. For the windows of the building, the arched windows from the Mordheim building frame were used. Whole windows for the lower floor, but for the upper floor, a smaller version was needed. Solution: cut the original windows in half.



5. The front of the abbey needed to be grander, so after building up the frames of the main door and the circular window with layers of thin

card, some simple steps made from thick card and a set of ornamental columns cut from a piece of hexagonal plastic rod were added.



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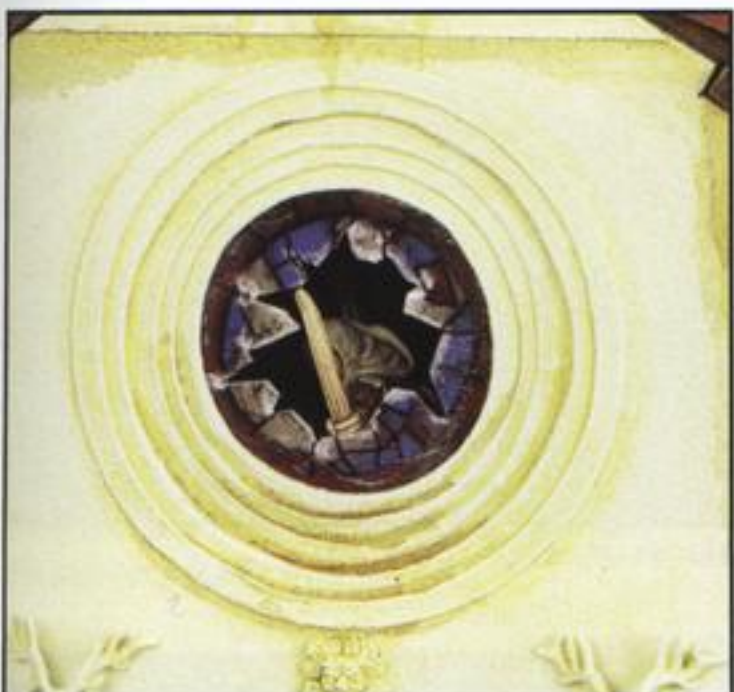
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6. The heads from the Knights of the Realm frame were used to create a set of gargoyle-style architectural decorations for the abbey.



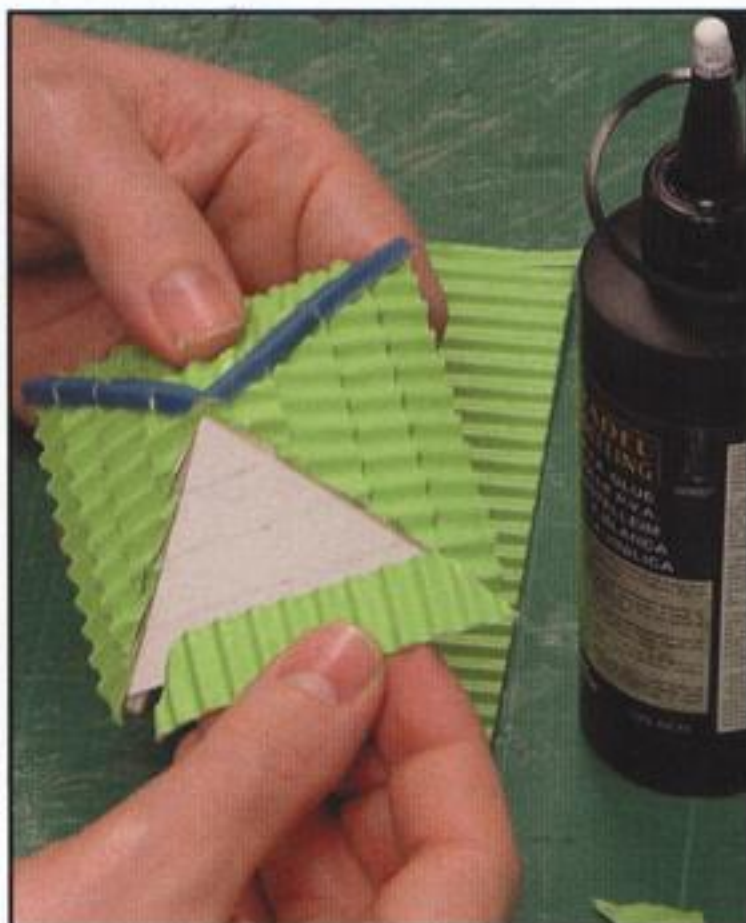
DECORATIVE WINDOW

An empty blister pack, a touch of paint and a permanent black marker make the perfect broken stained-glass window.



ADDING A ROOF

Creating a tiled roof always seemed likely to be a daunting task. Luckily, there was a simple solution: corrugated card (available at most craft and stationery stores). After creating the basic shape of the roof, from either card for the small roof or balsa wood for the large damaged roof, corrugated card was cut into long strips 15mm wide. Then, starting at the bottom of the roof, the first strip was attached and glued in place using PVA, taking care as the second and successive strips were added, and glued in place, slightly overlapping the previous row.



ROOF OPTIONS

Of course, a tiled roof isn't the only option for your buildings. Here are a few simple alternatives you might want to use yourself:



Layering strips of thin card created this slate roof.



This wooden roof is again very easy to construct, using layered strips of balsa wood.



This ruined roof requires no construction at all as it's from the Mordheim building frame. What could be simpler?



Moving silently across the ridge of the roof, a Skaven Assassin prepares to strike.



Protected within the ruins of the abbey, a couple of Bretonnian Squires make every shot count.

GATES AND DOORS

The outer wall required a gate, but we did not want to block one of the four entry points into the courtyard. Solution: make a gate that opens!

1. After making a simple gate from balsa wood, the next step was a hinge (thanks to Ian Mountain who showed us this simple tip).



2. Using superglue, two L-shaped pieces of wire were attached to the gate (paper clips are perfect for this).



3. Then two small pieces of thin metal tubing carefully attached to the gateposts finished the job and, hey presto, a gate that opens!



With a crash, the gate is forced open.

RUBBLE

With the buildings and walls complete, what it needed now was rubble. Chunks of polystyrene were glued in place around the base of any damaged walls. These chunks were then covered with PVA and sprinkled with sand and gravel. The odd broken window frame and fallen roof tile added the finishing touch.



PAINTING

After painting all the buildings and walls with textured paint, they were undercoated using a white undercoat spray. The courtyard and roofs were then undercoated with black spray. The buildings and walls were then painted with a mix of Bleached Bone and a small amount of Bubonic Brown. When dry, the whole of the buildings and walls were drybrushed using just Bleached Bone, then again using Bleached Bone mixed with a little Skull White.

To age the building and create the effects of weathering, a wash was made from four parts Flesh Wash and



This small cemetery was made from a few polystyrene offcuts and couple of headstones from both the Zombie and Skeleton plastic frames.

one part Black Ink. After adding a small amount of water it was painted into all the recesses of the building.

The cobbled courtyard was drybrushed using Codex Grey. To create the effect of dirt and weathering another wash of the Flesh Wash and Black Ink mix was applied.

The wooden doors and the earth areas around the base of the terrain piece were painted Bestial Brown, then drybrushed using Snakebite Leather and then again using Bubonic Brown. Boltgun Metal was then used to pick out the handles and hinges on the doors and gate. After watering down a small amount of PVA glue, this was then painted onto the top of the areas of earth, leaving small patches unpainted which would remain visible after green flock had been sprinkled over the entire base of the terrain piece.

The roofs of the buildings were painted Dark Flesh, followed by drybrushing them with a mix of Dark Flesh and Dwarf Flesh, then giving them a final highlight of just Dwarf Flesh.

Finally, to protect it and help it survive the rigours of gaming, the finished piece of terrain was sprayed with a layer of matt varnish.



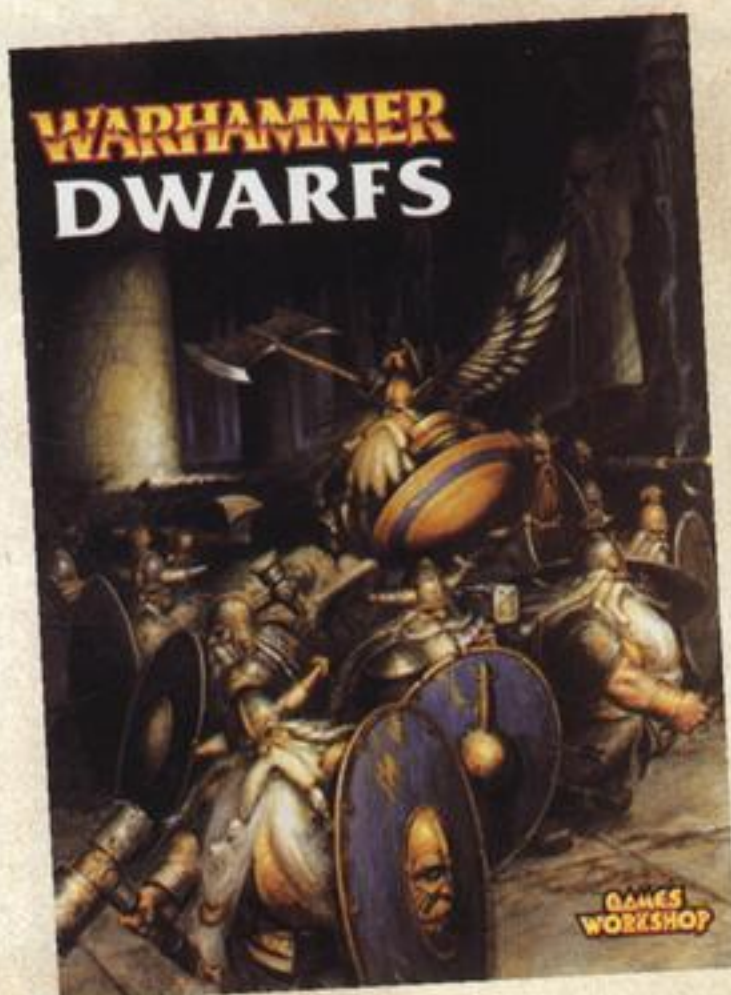
The ivy growing up the side of the abbey began its life as a synthetic aquarium plant, available from many pet shops.

FUTURE PLANS

As yet the interior of the abbey remains untouched. It still needs a few small terrain pieces, for example an altar, a bench or two and a lick of paint. Another idea is to build a set of barricades, which will be used by the future occupants of the abbey to form defences and block the breaches in the outer wall. Perhaps you might read about them in a future White Dwarf article, who knows!



Whoever the eventual victor will be, the price will have certainly been a costly one.



Dwarf Warriors



Dwarf Longbeards



Dwarf Lord



Dwarf Runesmith



Dwarf Engineer



Dwarf Ironbreakers



Dwarf Stone Thrower



Dwarf Slayers



Dwarf King Alrik



Thorek Ironbrow, Dwarf Runelord & the Anvil of Doom

AVAILABLE FROM YOUR LOCAL GAMES WORKSHOP STORE, INDEPENDENT STOCKIST,
GAMES WORKSHOP MAIL ORDER (0115 91 40000) OR www.games-workshop.com

A first for White Dwarf, the War of the Beard series is three articles allowing you to refight this epic struggle from before the birth of Sigmar. As they are designed for fighting each other and not armies chosen from other lists, you'll have to arrange with your opponent beforehand to have a War of the Beard battle. However, what self-respecting High Elf or Dwarf general can resist the opportunity to fight out one of these legendary battles; when Dwarfs were proper Dwarfs, Dragons flew the skies in considerable numbers, and magic was one of the most potent weapons in an army's arsenal!

THE WAR OF THE BEARD



The War of the Beard was a bitter conflict fought between High Elves and Dwarfs in the mists of time, long before the rise of Man. Anthony Reynolds tells us of this dire age.

THE WAR OF THE BEARD

Dwarf versus High Elf in bitter conflict

In an era long past, more than 2,000 years before the birth of Sigmar, the renowned Phoenix King Caledor I steered Ulthuan through its time of turbulence, the vicious civil war that tore the Elven nation apart. As brother fought brother for control of the isle and the Phoenix Crown itself, Caledor led those loyal to his cause against the traitorous Malekith, eventually driving him from Ulthuan. Despite the troubles that had befallen the Elves, they were a still a mighty nation, their magic at its pinnacle and dragon-riders soaring through the skies above Ulthuan.

The streets of Ulthuan were filled with the sounds of despair and much lamentation when the time came for Caledor to pass away. Caledor had left his successor, his son Caledor II, with a strong army and the most powerful navy in the world, but the folly of hereditary kingship was soon to be learnt.

Caledor II, though sharing the blood of his father, had none of his good sense and wisdom. The young Phoenix King was rash and impetuous, vain and pompous. He was a mighty warrior, but with Ulthuan desperate for stability, far more was needed in a leader than he could provide.

Early in his reign, trade routes with the Dwarfs which had been closed during the times of Elven civil war were reopened. The Dwarfs were at the peak of their power, and their runemiths had a far greater knowledge of their art than is present today. Dwarf-forged steel was the finest in the world, and their intricate

clockwork toys were the delight of Elven children. Great underground roads linked the flourishing Dwarf strongholds, and the Dwarfs knew little of the strife the Elves had suffered, believing themselves to be far removed from any danger.

As the Elves of Ulthuan forged friendships with the Dwarfs, Malekith the Witch King continued to plot against the Phoenix King. Garbed as warriors of Ulthuan, Dark Elves began

to strike brutally against the trade routes, slaughtering countless Dwarfs and seizing their wares. Suspicion naturally fell on the High Elves of Ulthuan.

King Gotrek demanded recompense from the Elves. When word of this demand reached the Phoenix King his reply was immediate and undiplomatic. He sent a message saying that the Phoenix King did not



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answer demands but granted pleas. Dwarfs are a touchy, proud race and to suggest to a Dwarf King that he should beg for anything was almost as bad as suggesting he shave off his beard. King Gotrek sent a blunt reply to Caledor saying he made pleas to neither Elf nor god and demanded twice the recompense originally asked because of the implied insult. Caledor sent the Dwarf ambassador back with his beard shaved off and said that if Gotrek wanted compensation, he should come to Ulthuan and collect it himself. While all this was going on, agents of Naggaroth were abroad throughout the Old World stirring up trouble. Now it was a matter of honour, and there could now be only one outcome: war.

Dwarf armies marched down on the trading city of Tor Alessi (present day L'Anquille in Bretonnia) and laid siege to it. King Gotrek swore an oath that he would have his money or its wergeld price in Elf blood, or he would shave his head. It was a mighty oath. His ambassador had already become a Trollslayer from the shame of having his beard shaved, and the Dwarfs were determined that their king should not endure a similar fate.

Upon hearing of the Dwarf attack Caledor was outraged. He instantly dispatched an expedition to relieve Tor Alessi. It was a mighty fleet and a great

army. As they watched the towering ships sail forth, his advisors were dismayed because they feared that the dispatch of such a force would leave Ulthuan almost defenceless. Caledor flew into a towering rage and dismissed their fears as groundless.

In the Old World the war dragged on. Neither side was strong enough to overcome the other. The fortress cities of the Dwarfs were virtually impregnable. The dour, stalwart Dwarf troops were quite unlike any foe the Elves had faced before and they simply refused to give up or admit defeat, even when hopelessly outnumbered. This was not the berserker fury of the Chaos Hordes; this incredible tenacity was allied to tactical cunning and consummate military skill. For their part, the Dwarfs were astonished by the power of the Elf forces. They had judged the strength of Ulthuan by that of the least of its provinces. The huge armies of mailed knights and disciplined infantry was not what they had expected. Still, in true Dwarf fashion, they were not about to admit to a mistake.

The war engendered a legacy of hatred and bitterness that was to last for thousands of years. In response to the beard-shaving incident, the Dwarfs chopped down entire virgin forests to spite the Elves. Both sides fought until

almost their entire military strength was spent. Tired of their lack of success, Caledor II dismissed his generals and took command personally. It was his last great mistake. At the fourteenth siege of Tor Alessi he charged right into the heart of the Dwarf infantry and was cut down by King Gotrek who snatched the Phoenix Crown from his corpse and took it in payment for the Elves' insolence.

The Dwarfs retreated from the field claiming that honour was satisfied and refused to answer any Elf petitions for the return of the crown. Gotrek claimed that if they wished, they could come to Karaz-a-Karak with an army and plead for its return.

Even as the Elves mustered a suicidal expedition to besiege Karaz-a-Karak, the world's most unassailable fortress, word came that the Dark Elves had invaded Ulthuan once more. The Witch King's plan had come to fruition.

The first Phoenix crown remains in the great vault of the Everpeak to the present day, a source of festering hatred and recrimination between the two peoples. The Dwarfs refer to the Elves as oathbreakers and beardclippers, while the Elves call the Dwarfs thieves. It was a petty, spiteful and pointless war and worse was yet to come.



WAR OF THE BEARD HIGH ELVES ARMY LIST

This army has been designed so that you can recreate the War of the Beard, a tragic time of epic battle between the proud races of the High Elves and the Dwarfs at the height of their power. This army list may only be used when fighting an army chosen from the Dwarf War of the Beard army list, featured in next month's White Dwarf – these armies would be far too lethal to play against a regular army! The magical items here may ONLY be used in War of the Beard armies, as they have been lost in time and cannot be used in 'modern' battles.

CHOOSING CHARACTERS

Army Value	Maximum Characters	Maximum Lords
< 2,000	0-4	1
2,000-2,999	0-5	up to 2
3,000-3,999	0-7	up to 3
4,000-4,999	0-9	up to 4
each +1000	+2	+1

CHOOSING TROOPS

Army Value	Core	Special	Rare
< 2,000	1+	0-4	0-2
2,000-2,999	2+	0-5	0-3
3,000-3,999	2+	0-6	0-4
4,000-4,999	4+	0-7	0-5
each +1000	+1	+0-1	+0-1

HIGH ELF WAR OF THE BEARD SPECIAL RULES

- There is a +1 to all casting attempts made using High Magic.
- Lord choices may take up to 150 points of magical items.
- Hero choices may take up to 75 points of magical items.
- Spearmen, Lothorn Sea Guard and Silver Helms may take a magical banner worth up to 50 points.
- Swordmasters, Phoenix Guard and White Lions may take a magical banner worth up to 100 points.
- No Dogs of War units are to be used.
- Champions of Spearmen, Lothorn Sea Guard and Silver Helms may take magical items worth up to 25 points.
- Swordmasters, Phoenix Guard and White Lions are 0-2 choices.
- A Dragon ridden by a Lord (so NOT a Drake ridden by a Dragon Prince) may be upgraded to a Lvl 1 Wizard for 50 points. The Dragon may only use Fire Magic.
- Dragon Princes as they are in the High Elf armies book cannot be taken at all but are replaced by the following new unit.

DRAGON PRINCES OF CALEDOR

Points/Model: 270

Rare Unit 0-1 choice (takes up two Rare choices)*

Profile	M	WS	BS	S	T	W	I	A	Ld
Dragon Prince	5	5	5	4	3	3	6	2	9
Drake	6	5	0	5	5	5	3	4	7

*You may take 1-3 Dragon Princes as a single choice.

Unit Size: Each Dragon Prince is a single unit.

Weapons & Armour: Hand weapon, lance, dragon armour and shield.

Options:

- Each Dragon Prince may be equipped with magical items worth up to 25 pts.

Special Rules:

- *Dragon Prince:* Dragon Armour
- *Drake:* Fly, Cause terror, Large Target, Breathe Fire (S3), Scaly Skin (4+ save).





Chapter IV. Caledor II

The Vanquishing of Snorri Halfhand

The year 224 of Caledor II

So it is recorded that this day the mighty Phoenix King Caledor II did slay the treacherous Dwarf prince Snorri Halfhand, son of High King Gotrek Starbreaker, in noble combat. With blazing sword and brilliant armour, Caledor challenged the prince to an honourable duel, sick to see the loss of so many lives on the field of battle that day. Reluctant, the cowardly Dwarf prince was, stepping

forward to face our Lord's wrath, his stony heart heavy with fear. The sun sank over the mountainous horizon as the two warriors fought. Caledor's speed and skill astounded the Dwarfs who stood agape at such blade-mastery. The prince appeared slow and cumbersome, as such he was, wielding an axe festooned with rune-scratchings. Where he struck, the Phoenix King stood not, our noble Lord moving with swiftness away from the Dwarf's clumsy blows. Crude, sorcerous carvings protected Prince Snorri from harm. King Caledor's blazing sword struck blows that should have been fatal time and time again, only to have them turned aside by runic magic. Our noble Lord did fight with great honour, allowing the Dwarf to rise to his

feet when knocked to the ground, and allowing him to retrieve his weapon when it flew from his hands. Merciful our Phoenix King also proved to be, for his killing blow was clean and sure. The Dwarfs tore at their beards in woe, calling out to their gods in despair. Caledor allowed them to carry their fallen prince from the field of battle, and bade them give him a proper burial, proclaiming that no more battle would be fought that day, for the Elves would mourn the Dwarfs' loss and foolishness with them. Foolish, the Dwarfs are, and they slunk away from the battlefield, swearing oaths of vengeance against our most benevolent and tolerant Lord. Long may he prosper.

His horse stamping its hooves impatiently, commander Fierann of Ulthuan gazed over the open field towards the tight ranks of Dwarfs arrayed before his army. Today their treacheries would be repaid, he vowed, as he raised his finely wrought blade high into the air, its tip crackling with barely contained magic. He swept his blade down in a chopping motion, and the Elves of Ulthuan let out a great roar, surging across the grass towards their hated enemy. Fierann kicked his mount into a gallop, his proud unit of Silver Helms a step behind him.

A trio of great blue-scaled dragons leapt from the ground, weaving gracefully into the air. The Dragon Princes of Caledor borne on the backs of the drakes hefted their ornate lances.

Resplendent armour
gleaming brightly

in the sun, they soared overhead as the Silver Helms thundered over the hard, sun-baked field. As Fierann approached the Dwarf line, he picked his target: an impressive figure with an exceptionally long beard, wielding a large axe bedecked with runes. The Dwarfs stood unflinching before the Silver Helms, their faces grim and resolute. Lances were lowered as the Elves closed on their foe, and the ranks of bearded warriors let out a deep-throated war cry of defiance.

The Silver Helms crashed into the tightly packed Dwarfs with brutal force, their lances punching through sturdy armour, horses kicking out with flashing hooves.

Keeping his eye on his opponent, Fierann slashed downwards with his crackling blade. His foe raised his ornate battle-axe before him, and the two weapons clashed in a great burst of light and sparks. Letting fury wash over him, Fierann struck out repeatedly with his flashing sword.

Barely able to follow the blurring movements of the Elven

commander, the Dwarf nevertheless managed to fend off most of the blows. Those attacks that slipped past his defence rebounded forcefully off his gleaming armour, leaving faint smoking traces where they struck.

Hatred was etched on the faces of the combatants, Elf and Dwarf battling murderously. The resolute Dwarfs struck out savagely with axe and hammer, felling the steeds of the Silver Helms, and dragging them from their saddles. The Elves fought with great finesse, their elegant blades weaving deadly patterns through the air, slicing through armour and flesh. Sorcerous blasts of energy ripped through the ranks of Dwarfs, tossing them into the air like dolls, and Fierann smiled grimly. His brother Danalon had shown great magical prowess even when they were children.

Feinting to the left, Fierann turned his blade in mid air to sweep the weapon towards his enemy's exposed neck.

Satisfaction burned in the Elven commander's ice-blue eyes as his blade sliced into Dwarf flesh, cutting through bone and tendon with ease. The sickly smell of charred meat rose into the air as sparks danced over the Dwarf's nearly decapitated body.

With a tremendous roar that made

Fierann's ears ache, one of the drakes landed in the midst of the battle. A Dwarf was impaled on the lance of the Dragon Prince, crying out in pain as he was hefted high into the air, his struggling form sliding slowly down the shaft. The drake lashed out with an immense clawed hand, swatting a number of foes to the ground, and roared again. Fierann raised his blade in salute to the Dragon Knight. As he turned back to the fierce battle, the Elven commander smiled grimly.

Today, Elven pride would be restored.



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Two regiments of Archers defend their temple from attack.

New Magical Items

MAGICAL WEAPONS

Sword of Ages: 80 Points

This ancient blade is said to have been forged by the crippled god, Vaul the Maker. It guides its wielder's arm, striking at the enemy with unerring skill and power.

Confers a +1 to hit, +1 A and +2 S to all attacks made by the wielder in Close Combat.

Blade of the Phoenix: 60 Points

This sacred blade is housed within the Shrine of Asuryan. In times of particular strife, the keepers of the Shrine will present the blade to a warrior of purity and honour, to wield in the name of the great god Asuryan.

No armour saves are allowed against hits made by the Blade of the Phoenix. Once per battle, at the start of any Close Combat phase the wielder will attack first and will fight with an additional D6 Attacks. This effect only lasts for the one Close Combat phase. The blade can only be used by a character who has the Pure of Heart honour.

TALISMANS

Cloak of Stars: 60 Points

The Cloak of Stars is thickly woven with enchantments, sapping the power of blows struck against it.

All shooting and hand-to-hand attacks struck against the bearer are resolved at -2 Strength.

Stone of Midnight: 45 Points

Stolen from the Dark Elf Hag Sorceress Moratbi by Alith Anar, the enigmatic Shadow King of Nagarythe, the Stone of Midnight exudes a cloying mist of darkness, disorienting the bearer's foes and filling their minds with terrifying visions and waking nightmares.

In close combat, any successful rolls to hit and to wound targeted at the bearer must be re-rolled. The second roll stands.

ENCHANTED ITEMS

The Crown of the Phoenix King: 150 Points

The Crown of the Phoenix King was worn by Aenarion himself, and is one of the most revered symbols of the High Elves.

The model wearing the Crown of the Phoenix King, and the unit it is with, is Unbreakable. In addition, all friendly models within 6" of the model become stubborn.

Horn of Isha: 35 Points

Made from a pearlescent sea shell, the Horn of Isha summons the blessing of the Elven Mother Goddess.

Once per battle the horn may be used, at the beginning of any Close Combat or Shooting phase.

The bearer and the unit he is with may make an additional Attack in close combat, or may shoot twice in the shooting phase.

Dragonheart Pendant: 20 Points

The Dragonheart Pendant symbolises the spiritual bond that the bearer shares with his mount.

If the character wearing the Dragonheart Pendant is slain whilst riding a monstrous creature, the monster will automatically pass its Leadership test and can fight on as normal. In addition, the creature will suffer *hatred* towards the enemy model or unit that killed the character. In the same manner, if the creature itself is slain, the rider will suffer *hatred* towards the enemy model or unit that killed it.

MAGIC BANNERS

Sacred Banner of Avelorn: 30 Points

Woven from living leaves and the hair of the fairest Elven maidens, the Sacred Banner of Avelorn is a stunningly beautiful creation that inspires awe in all who see it.

Any enemy wishing to charge the unit must first pass a Leadership test. If failed, the unit does not move, transfixed by the beauty of the banner. The unit holding the banner must make their charge reaction before the Leadership test is taken.



The War of the Beard is surrounded by legend. Great tales are told to this day about the mighty warriors and wizards who duelled with one another during this period of cataclysmic battle.

THE WAR OF THE BEARD

Part II: The Dwarfs' War of Vengeance

In the mists of time, before the rise of Man, a tragic war was fought between the Dwarfs and the Elves, two powerful races at the pinnacle of their strength. This was a time of legendary acts and powerful magic, and countless heroes rose and fell over the course of the War of the Beard, known amongst the Dwarfs as the War of Vengeance. Set against the backdrop of this epic conflict, the Dwarf legend, Brok Stonefist, and the masterful Elven Lord, Salendor, fought each other numerous times during this bitter war, each refusing to back down from the other. Thousands of years later, in these days of decline for both races, they would be regarded as two of the mightiest warriors in the known world, but in their own time there were many legendary individuals just as powerful as them. Thousands of lives were lost in the brutal and uncompromising clashes between Brok and Salendor, and they are remembered by their descendants with fierce pride.

Brok Stonefist of Karak Azgul was a mighty warrior, ancient even at the time of the War of the Beard. He had led his clansmen to countless victories early in the tragic conflict and became much hated and feared by the Elves who fought his armies. Brok rose to his position from humble beginnings, spending several decades as a messenger, running communications along the ancient tunnels connecting the various Dwarf holds that in times of old were still in use. He knew the tunnel layouts like no other living Dwarf, and seemed to have a mental map of everywhere he had travelled. As his beard grew longer and decade upon decade rolled past, he was sought out by many Thanes and Lords to lead mining expeditions into unknown territory, and soon became renowned for his subterranean navigational skills.

When the war broke out against the Elves of Ulthuan, Brok was called upon to guide forces from Karak Azgul beneath the plains and attack

the Elves from behind their lines. On one such mission, Elven arrows struck down the Thane leading the army, and Elven cavalry encircled the Dwarfs, who then formed a defensive shield wall. Seizing the initiative, Brok screamed a war cry and stormed out of the shield wall. Without thinking, the Dwarf warriors leapt after him, a counter-attack that shocked the Elves who were hacked down before they could react. With Brok at the forefront, the Dwarfs managed to punch their way through the Elf line and make a fighting retreat back to their tunnels. Once there, the Dwarfs looked to Brok for leadership, and reluctantly he accepted. That night Brok led the sorely depleted Dwarf force through tunnels that had not been in use for hundreds of years, and directed the miners to excavate to the surface. The tunnels came up in an undefended area, and Brok led the Dwarfs on a savage surprise attack against the same Elf army they had fought earlier that day, crushing them completely.

From that day forth, Brok was greatly respected by those who followed him. He was given the honorary title of Ungdrin Ankor Rik, Lord of the Tunnels, and over the next hundred



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years became one of the most accomplished of all the Dwarf generals in the War of Vengeance. He led the Dwarfs of Karak Azgûl to countless victories, and earned a fearsome reputation amongst the Elves. They named him Arhain-tosaith, which translates roughly as 'the shadowy one of the earth'.

It was only when Brok Stonefist faced the armies of Lord Salendor of Tor Achare, who would become his ultimate nemesis, that he was ever matched on the field of battle. Salendor was a young and brilliant Elf Lord who led his troops with a mastery far beyond his youth, having been alive barely two centuries. The

young Salendor was a calculating tactician and a skillful master of the blade, who was also versed in the magic arts. His cool demeanour and quick strategic mind served him well against Brok, and the two quickly became fierce rivals. Whenever the armies of Karak Azgûl appeared



behind the forces of Salendor he managed to counter the attack, and every ploy Brok attempted was efficiently responded to by the young Elf. At the Battle of Blind River, Brok attempted to undermine the ground beneath the feet of Salendor's army that was marching through the night. Rumoured to have been gifted with mystical prescience, Salendor realised the ruse at the last moment. He sent a troop of Ellyrian Reavers galloping over the traps and the ground collapsed behind them as they raced through the night. When the dust-covered Dwarfs launched their attack from the subterranean tunnels, they found the Elves waiting for them with spear and bow.

Over the next hundred years, Brok and Salendor clashed numerous times in the midst of bitter combat, and the meeting of these two mighty heroes was always an epic confrontation that could last for hours on end. Neither foe could overcome the other, and neither backed down an inch in these contests. Brok was as strong as the mountains themselves, and it is said that no Elf ever moved as swiftly as Salendor, as if he knew every move that his foe was about to make even before his enemy did. The pair sought each other out in battle whenever

possible, hacking their way through countless enemies to face each other in single combat.

It was in the great battle of Athel Maraya that the pair had their final confrontation. Several Dwarf armies, including a strike force led by Brok, besieged the doomed Elf city. Miners guided by Brok tunnelled beneath the fair city walls, undermining them and causing several wall sections to collapse, creating breaches that the Dwarfs marched through. Dragons circled the elegant towers, descending in devastating attack runs through the city streets, incinerating hundreds of Dwarfs who were cooked inside their red-hot armour. Brok and his battle-seasoned troops came to the surface in the middle of the city, striking with brilliant timing to coincide with the fall of the walls, and confusion filled the streets. The Dwarfs fought fiercely for every inch of ground they gained, suffering horrendous casualties from archers within the towering buildings, dragon fire and desperate Elf militia who were fighting to protect their own homes and families.

Dwarfs bearing torches and flaming brands lit fires, which combined with the dragon fire, resulted in a rapidly spreading inferno, turning the city into a deadly furnace. Both sides of

the battle were forced to abandon the city or face being engulfed within it. Just as these fires took hold of the centre of the city, Brok came face to face with Salendor for the final time. As the city burned down around them, the two warriors weaved a deadly dance of sword and axe, ignoring the entreaties of their comrades to flee the city. Elegant bridges toppled and delicate towers collapsed, raining a fiery shower of debris around the heads of the combatants, but still they fought on, ignoring all but the movements of their foe. Eventually, the Dwarfs and Elves were forced to flee the intense heat, leaving the two heroes battling until the city was completely engulfed.

Thus the two rivals are remembered, neither willing to back down from the fight, and the flaming city falling around them until they were consumed. Amongst the Elves, it is said that even after death, the two rivals continue to wage their war, battling each other through the millennia as ghostly shades. Amongst the Dwarfs of Karak Azgul, Brok is revered as the pinnacle of Dwarfishness, personifying the stubborn fighting spirit of his people. Both will live on in memory as two of the most brave and uncompromising warriors of their people.



WAR OF THE BEARD DWARF ARMY LIST

This army has been created so that you can recreate the War of the Beard, a tragic time of epic battle between two proud races at the height of their power. It was a time of mighty heroes, powerful magic and epic confrontations. This army may only be chosen when fighting an army chosen from the High Elf War of the Beard army list, featured in last month's White Dwarf – these armies would be far too lethal to play against a regular army!

CHOOSING CHARACTERS

Army Value	Maximum Characters	Maximum Lords
< 2,000	0-4	1
2,000-2,999	0-5	Up to 2
3,000-3,999	0-7	Up to 3
4,000-4,999	0-9	Up to 4
each +1000	+2	+1

CHOOSING TROOPS

Army Value	Core	Special	Rare*
< 2,000	1+	0-5	-
2,000-2,999	2+	0-6	-
3,000-3,999	2+	0-7	-
4,000-4,999	4+	0-8	-
each +1000	+1	+0-1	-

* Note: No rare choices may be chosen in a Dwarf War of the Beard Army

DWARF WAR OF THE BEARD SPECIAL RULES

- War of Vengeance Dwarfs *hate* all Elves.
- No model may take Dwarf handguns or pistols. No cannons may be used.
- Dwarf Rangers and Hammerers may not be chosen.
- Each Runesmith and Runelord in the army gives the Dwarf player an extra two Dispel dice in the enemy Magic phase rather than one.
- A single unit of Longbeards and a single unit of Ironbreakers may be chosen as Core choices. In addition, any number may be chosen as Special, as normal.
- Any unit of Longbeards that has the Army General within it will act as his bodyguard, and become stubborn (see page 85 of the Warhammer rulebook).
- Dwarf Lords may take up to 150 points of runic items chosen from the Weapons, Armour and Talisman lists.
- Runelords may take up to 175 points of runic items chosen from the Weapons, Armour and Talisman lists.
- Daemon Slayers may take up to 125 points of runic items chosen from the Weapons list.
- Thanes and Engineers may take up to 75 points worth of runic items chosen from the Weapons, Armour and Talisman lists.
- Runesmiths may take up to 100 points worth of runic items chosen from the Weapons, Armour and Talisman lists.
- Dragon Slayers may take up to 75 points worth of runic items chosen from the Weapons list.
- Champions in units of Longbeards and Ironbreakers may take up to 25 points worth of runic items chosen from the Weapons and Armour lists.
- Dwarf Warriors and Miners may take a runic standard worth up to 50 points.
- Longbeards and Ironbreakers may take a runic standard worth up to 75 points.
- In addition to their normal runes, all Anvils of Doom come with either the Rune of Doom (see page 51 of the Dwarf Armies book) OR the Rune of Reflection, and cost 235 points. If a double 1 is rolled when attempting to cast the Rune of Doom, the Dwarf Magic phase ends immediately and all remaining dice are discarded, no other adverse effects occur.





A High Elf mage confronts a Dwarf Anvil of Doom.

DWARF RUNES SPECIAL RULES

The Dwarfs of old knew many secrets that have since been lost, and the Runesmiths had a mastery of their art that is almost unfathomable. The following rules can only be used for War of the Beard games.

MASTER RUNES

Several of the Master Runes were able to be crafted by many more Runesmiths in the times of the War of Beard than in later times, and so are more common. The following Master Runes **do not count as Master Runes** in a War of the Beard army, and so more than one of each may be taken in a single army. Remember that the other usual rules for Rune Items (see the Rule of the Runes, p.19 of the Dwarf Armies book) apply as normal.

Weapon Runes:

- Master Rune of Skalf Blackhammer
- Master Rune of Alaric the Mad
- Master Rune of Breaking

Armour Runes:

- Master Rune of Steel
- Master Rune of Gromril

Runic Talismans:

- Master Rune of Balance (one dice may be removed from the enemy's magic pool per Rune of Balance)
- Master Rune of Spite

RUNIC TALISMANS

RUNE OF SPELL-HATING 50 Points
Runelords – One use only

The art of creating this difficult rune has been lost in time, although at the time of the War of Vengeance, the most powerful Runesmiths were familiar with its intricacies. It is capable of shutting down even the most powerful of sorceries.

This rune may only be played once per battle, and will stop enemy magic instantly. It may be played to automatically dispel one enemy spell – there is no need to roll. This rune is even able to dispel a spell cast with Irresistible Force.

RUNIC STANDARDS

MASTER RUNE OF VENGEANCE
80 Points

This ancient rune focuses the Dwarfs' innate hatred of magic into a devastating punishment against any who dare to use it against them. Even before the Mage manages to draw the magical energy needed to cast his spell, lightning bolts leap from the sky, dancing towards him with a devastating crack of light.

When a spell is targeted against a unit with the Master Rune of Vengeance, but before the effects of the spell are worked out, the Dwarf player may choose to use the rune against the casting Wizard. For each Power dice that the Wizard has used to cast the spell, he

takes a Strength 4 automatic hit. If the Wizard is still alive, the spell is cast as normal.

ANVIL OF DOOM RUNIC POWER

RUNE OF REFLECTION

Casting value: 8+

With a mighty blow, the Runelord strikes the anvil with a resounding crack. Power arcs across the battlefield, striking towards an enemy wizard, who suddenly loses control of his powers.

This spell can be cast on any enemy Wizard within line of sight. One randomly determined spell of the Wizard's is automatically cast on the Wizard himself and the unit he is with (if appropriate). If the Wizard casts Drain Magic on himself, it will be cast at Level 2. If Vault's Unmaking is cast on the unit, the Dwarf player may choose which item is nullified.

NEW OPTION FOR DWARF LORDS

THRONE OF POWER 65 Points

Instead of fighting on foot, a Dwarf Lord may choose to be carried to battle atop one of the great Thrones of Power.

The Throne of Power is carried by four sturdy Veterans, which gives the Dwarf Lord an additional four normal WS5, S4 attacks. Any attacks against the Throne must be resolved against the Dwarf Lord himself. The model cannot join a unit. The Throne has Magic Resistance (2).

Note: For those cunning players out there, NO you may NOT take any of the Albion magical items in a War of the Beard army – they haven't been

found yet! Also, we have found that games with War of the Beard lists work best when they are at least 3,000 points in size. This allows you

and your opponent to select lots of characters, elite regiments and special magic items, giving much more of an epic feel to the battle.



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Morgrim Elgidum, the Elfdoom, stepped up onto the large, icy rock. His nail-studded boots sounded sharply in the silence of the cold, crisp air. Unconsciously stroking his full beard, he gazed over the edge of the precipice. Through the slowly drifting clouds he could just make out tiny figures on the plains far below. His cold, grey eyes narrowed, and he felt the slow-burning rage inside him flare. The news had arrived that morning that the High King's son, the proud warrior Snorri Halfhand, had been slain; cut down dishonourably by the black-hearted Elven King, Caledor. Snorri was Morgrim's young cousin, and the pair had fought and feasted at each other's side on many occasions. Tomorrow, Morgrim and his stalwart kin would face the treacherous Elves on the plains and crush them utterly. They would march relentlessly through the night, descending along the twisting mountain paths through the darkness, their desire for vengeance pushing them ever onwards.

Turning, the proud Dwarf Lord surveyed his kinsmen as they marched down through the deepening chasm, some fifty feet from his position. The steady beat of hard boots on stone and deep resounding chanting echoed up towards him as darkness slowly descended. Smiling grimly to himself, Morgrim stepped off the rock, sinking up to his knees in the snow that had begun to fall again, and began to work his way back to join his comrades.

A deafening roar suddenly echoed up from behind him, and Morgrim swung around, pulling the heavy, rune-encrusted axe from his back. Standing looking over the cliff-face, the hellish noise got louder until, with a tremendous burst of air an immense blue dragon screamed up over the precipice from below. Squinting his eyes against the biting cold wind, Morgrim snarled up at the immense creature as it shot into the sky overhead. An armoured figure rode upon the back of the proud creature and, seeing Morgrim below, gestured towards him with an ornate lance. The dragon twisted effortlessly through the air, coiling lithely overhead to face the lone Dwarf. It plummeted from the sky, dropping through the falling snow towards Morgrim, immense talons poised to strike and the Dragon Prince's lance aimed squarely at his chest.

A flurry of crossbow bolts streaked through the air towards the diving creature, ricocheting harmlessly off its gleaming blue scales. Huge, slitted eyes filled with intelligence and cunning were locked on the Dwarf Lord. As it neared, it reared up so as to pass over the Dwarf, and several black-shafted bolts punched into its soft underbelly. It screeched, more in shock than actual pain, and veered to the left. The skilful Dragon Prince compensated for this sudden movement, changing the angle of his lance, and struck out at Morgrim as the dragon swept overhead.

Holding his double-headed axe tightly in steady hands, Morgrim slashed it across his body with astounding swiftness, shattering the lance that descended towards him. Runes on the axe-haft left a glowing trail of light through the air. With a lightning follow-up move, Morgrim whipped the axe over his head, cutting a deep gouge along the dragon's hind leg as it rolled through the air above him.

Although he could hear the shouts of his comrades, who were running heavily through the snow to reach him, the grim Dwarf knew they would not arrive in time to aid him. The dragon rose into the air, turning gracefully before descending towards him once more. Pulling up sharply just before the Dwarf Lord, the creature opened its mouth wide, its jaw overextending and its chest expanding with a sharp intake of air. A burst of roaring flame billowed out of the serpentine maw, rolling over Morgrim. Steam rose in a great hissing cloud as snow and ice melted under the furnace, but the grim figure remained untouched. Flames gushed around him harmlessly as ancient runes on his armour and helmet glowed brightly.

Frustrated, the dragon lurched towards the Dwarf with a savage roar, eyes filled with malevolence. Snow and ice remained untouched by the heat in a perfect circle around

Morgrim, who let out a roar of his own, raising his axe high above his head. The dragon lunged forwards, its head darting out to snap at the lone figure. Morgrim swung his axe in a powerful arc, impacting with the side of the blue dragon's head just as it came into range, cutting deeply into the tough, scaled skin and battering the dragon to the side. Leaning forwards in his saddle, the Elven rider slashed his sword towards the Dwarf, but the attack was smashed aside with a disdainful swat of the axe. Leaping forwards, Morgrim struck a thunderous blow with the ancient rune weapon into the dragon's neck. The decorative blade bit deep into the sinuous creature, nearly severing its head.

The dragon jerked backwards with a gurgling screech, dark blood pattering into the perfectly white snow. It crashed down into the ground, thrashing wildly in its death throes. The Dragon Prince tried frantically to free himself from the harness holding him to the saddle, but before he could manage the buckles, the dragon rolled over the edge of the precipice. Just as it fell, the Elf looked up and locked eyes with Morgrim. Behind the ornate helmet, Morgrim could see pale grey eyes filled with fear, and the next moment the flailing pair disappeared from view, plummeting down into the clouds.

The Dwarf stood looking over the drop, his eyes cold. As his kinsmen arrived breathless at his side, they gazed at their Lord in reverent silence. Eventually he turned to face them. "Tomorrow," he said in a gravelly voice. "Tomorrow, the field of battle will be awash with Elf blood. We will take a heavy toll to make them pay for their treacheries."

Without another word Morgrim turned, shouldering his bloody axe and began walking.



THE WAR OF THE BEARD

Part III: Mighty heroes of this epic conflict

Though you can use the unique army lists already presented to fight battles from the War of the Beard, any such event would be incomplete without being able to field some of the magnificent heroes who took part.

This article extends the War of the Beard series to include the special characters Lord Salendor and Brok Stonefist. Games Development have done us proud and have even created another two characters you can use!

As well as background and rules, we have come up with a few conversion ideas for how to represent these supreme warriors on the battlefield.

Mark Raynor has recently put aside his beloved Vampire Counts army and embarked on collecting the formidable High Elves. He fought with them in the battle report in WD 266.

To make Lord Salendor, Mark used the body from the Shadow Warrior commander. He carefully removed the head, arrows, and bow. Then, using Green Stuff, he covered up the scalemail as Lord Salendor doesn't wear armour, and made a hood and scroll case. Salendor's new head is from the Archer frame, as is his left hand and sword.



Lord Salendor conversion

These characters have been designed to be used in the War of the Beard armies of Elves and Dwarfs featured on the previous few pages. However, there is no reason why you have to restrict them to War of the Beard games (although you might find them a bit powerful!) and with your opponent's consent, you might like to try them out against different opponents (how would they fare against Grimgor, I wonder?).

Special characters are a great way of capturing the feel of a race, and if you have never tried making any yourself, give it a try! Even simply naming your general and heroes will add an extra level of depth to your games.

We asked the renowned High Elf general Mark Raynor to create some conversions for the High Elves and, when we were searching for someone to tackle the Dwarfs, Paul Sawyer leapt at the chance.

LORD SALENDOR OF TOR ACHARE

Points: 345

Proud and noble, Lord Salendor was a skilled swordsman who was well-versed in the magical arts. He had unnatural foresight and was a brilliant tactician, as well as having near supernatural reflexes. The only Elven general to have matched Brok Stonefist in terms of strategy and personal combat, the two had a mutual respect and fought each other with ferocity on numerous occasions throughout the War of the Beard.

Profile	M	WS	BS	S	T	W	I	A	Ld
Lord Salendor	5	8	6	4	3	4	9	5	10

Lord Salendor was a famous and skilled strategist, as well as a masterful swordsman. He may be taken as a Lord choice in a High Elf army, and will always count as the army general, with no need to roll for Intrigue at Court.

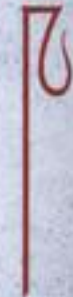
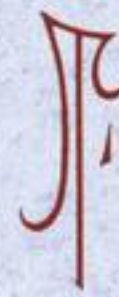
Weapon: Two hand weapons.

Magic:

- Lord Salendor is a Level 2 Wizard and will always use High Magic.

Special Rules:

- **Master Tactician:** After deployment has finished, the High Elf player may choose to redeploy one of his units. The unit can be moved to any area within his deployment zone.
- **Unmatched Reflexes:** Salendor will always attack first in close combat, even if charged. If an enemy has the same power because of a magic item or spell, hits are resolved in order of Initiative. If Salendor and his enemy have the same Initiative, roll a dice to decide who attacks first. In addition, so swift are his reflexes that he can avoid many attacks, his body becoming a blur of movement. As a result, Salendor has a Ward save of 4+.
- **Critical Strike:** Salendor is adept at striking his attacks past his opponent's defences. As such, all hits by Salendor confer an additional -1 armour save modifier.



BROK STONEFIST

Points: 371

Brok Stonefist was a mighty warrior renowned for his knowledge of the ancient tunnels that zig-zagged beneath the ground, linking the ancient Dwarf Karaks. He fought with great success against the Elves during the War of Vengeance, leading the army of Karak-Azgal with ingenuity and bravery. Relentless to the end, he met his fate fighting his nemesis, the Elf Lord Salendor. Though neither could best their opponent, the burning inferno of the doomed city Athel Maraya eventually claimed these two mighty heroes.

Profile	M	WS	BS	S	T	W	I	A	Ld
Brok Stonefist	3	7	4	4	5	3	4	4	10

Brok was a mighty warrior who led the armies of Karak Azgul into battle countless times during the War of the Beard. He can be taken as a Lord choice in a Dwarf army, and will always count as the army general.

Weapons & Armour: Garaz Makaz, Rune Armour of Karak-Azgal.

Rune Items:

- Garaz Makaz

An ancient and powerful weapon and mining tool, Garaz Makaz is a family heirloom handed down from Brok's great grandfather, who was a renowned miner.

Garaz Makaz counts as a great weapon. In addition, the weapon is inscribed with the Master Rune of Breaking (if Brok scores a hit against an enemy with a magical weapon, the opponent's weapon is destroyed immediately) and the Master Rune of Alaric the Mad (no armour saves are allowed against wounds caused by Garaz Makaz).

- The Rune Armour of Karak-Azgal

This is a revered suit of armour, intricately designed and wrought with the finest runes. After Brok's death, the blackened armour was recovered and carried with reverence back to Karak Azgul, where it has remained ever since, deep within its vaults.

The Rune Armour of Karak Azgul is inscribed with the Master Rune of Gromril (giving him a 1+ save) and the Master Rune of Steel (opponents must re-roll successful rolls to wound Brok).

- The Talisman of Stone

This talisman is an ancient rune item gifted to Brok by a Rune Lord of Karak Azgul when Brok saved the Rune Lord's nephew. It imbues him with great power, healing otherwise fatal wounds unnaturally fast.

The Talisman of Stone gives Brok the Regeneration special ability.

Special Rules:

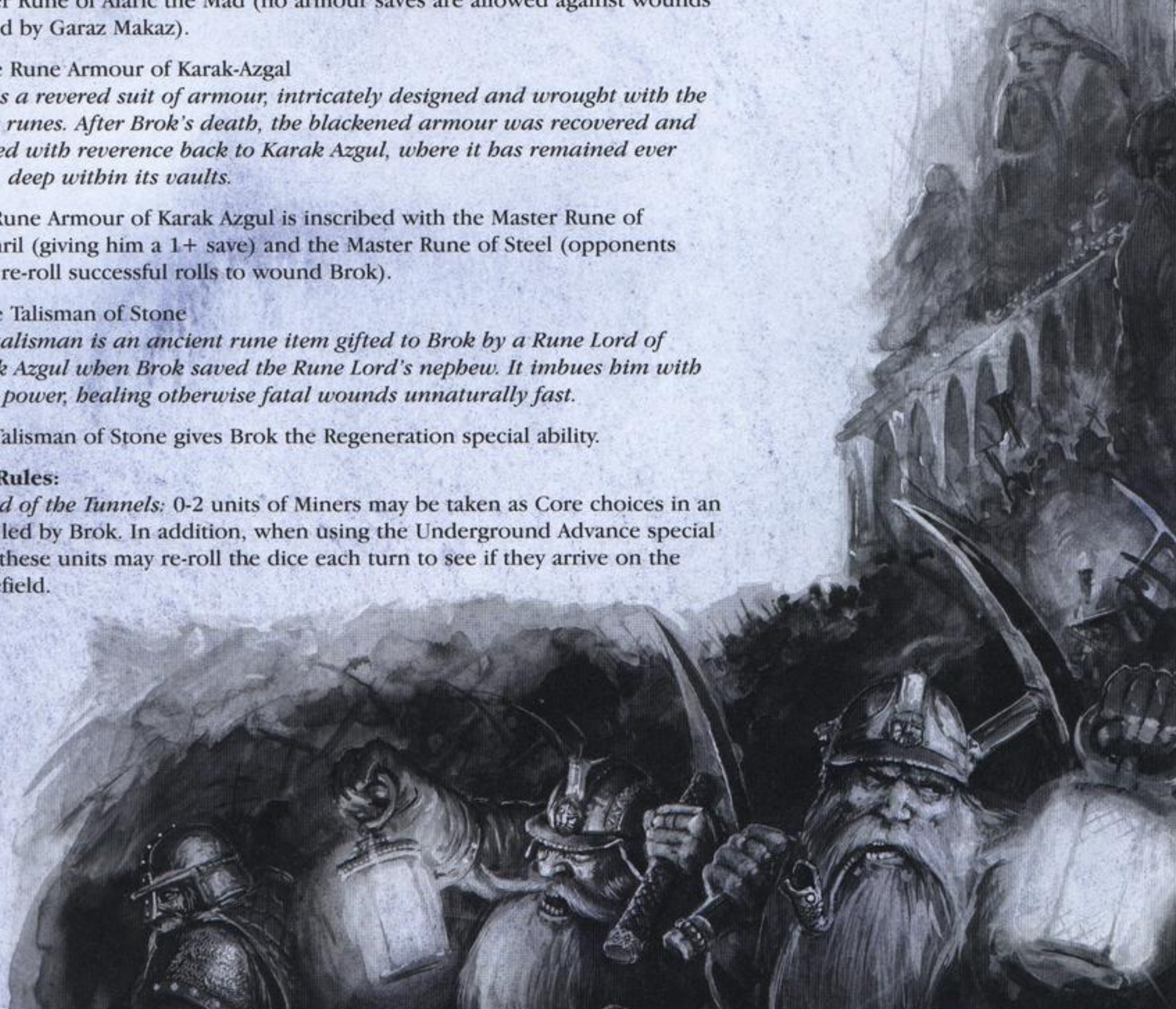
- *Lord of the Tunnels:* 0-2 units of Miners may be taken as Core choices in an army led by Brok. In addition, when using the Underground Advance special rule, these units may re-roll the dice each turn to see if they arrive on the battlefield.

Paul Sawyer is a well known Dwarf general. You can see more pictures of his Kazad Bolg Expeditionary Force on page 43 of the Dwarf Armies book.

Paul used the Dwarf Miner Champion model to represent Brok Stonefist. As the model is so suitable, there was no need to carry out any conversion work!



Brok Stonefist



Before attempting this conversion, Mark Raynor had a root through his extensive bits box. Having just constructed a High Elf army, this was packed full of useful components. He took a Dragon Prince rider and chopped through the waist, replacing the upper torso with one with a more feminine shape from the Dark Elf crossbowman frame. The right arm and lance came from the same Dragon Prince whilst the left arm was donated by a Silver Helm. The new head came from the Shadow Warrior champion and then Green Stuff was used to create the sashes and scarves that Liandra wears to disguise herself.

LIANDRA ATHINOL

Points: 575

Liandra was the first and last girl-child born into the doomed Athinol family of Caledor. Both her father and brother were slain in the war against the Dwarfs, leaving Liandra as the last one to carry the Athinol bloodline. Distraught and filled with anger, she donned her brother's ornate Dragon armour and rode into battle in the guise of a Dragon Prince astride the mighty dragon Borgash, the steed of her father. Tragically, the Athinol line died with her, for she gave her life defending the Phoenix King, her dragon's heart skewered by an immense bolt thrower bolt and her body hewn by countless axe-blades.

Profile	M	WS	BS	S	T	W	I	A	Ld
Liandra Athinol	5	6	6	4	3	2	7	3	9
Borgash	6	6	0	6	6	6	4	5	8

Liandra Athinol was a proud and strong warrior who fought with hatred against the Dwarfs when the last of her family was killed. She may be taken in a High Elf army, but will take up three Hero choices.

Weapons & Armour: Lance, hand weapon, Dragon armour, Shield of Ithinar.

Magic:

- Borgash is a Level 1 Wizard and will always use Fire magic.

Magic Items:

- The Shield of Ithinar
The Shield of Ithinar is an ancient family heirloom borne into battle by Liandra's father, and her brother after him. The dragon engraved on its surface seems to be in constant motion, coiling and spiralling, disorienting Liandra's opponents.

Anyone attempting to strike Liandra in hand-to-hand combat suffers a penalty of -1 to hit. In addition, the shield provides a 5+ armour save. Note that this -1 to hit does not affect attacks directed against Borgash, her dragon steed.

- The Signet of Athinol
As the last of the family of Athinol, Liandra bears the Signet of Athinol, a large and impressive gemstone. A wall of force projects outwards from the gem, reducing the power of attacks made against Liandra.

Any hits made against Liandra, including hand-to-hand attacks, missile fire and magical attacks that use a Strength value, are worked out with a Strength modifier of -2.



Liandra Athinol conversion



CRAZED KHARGRIM

Points: 266

Crazed Khargrim was a mighty Dwarf Slayer, desperately seeking his own demise when the War of the Beard broke out. He threw himself recklessly into combat, battling mighty Elven heroes and slaying a number of Dragons and young Drakes, until he was captured and imprisoned by the Elves. In chains for years and denied the chance to die in combat, he slowly lost his tenuous grip on sanity, and devolved into a mindless killing machine. Ripping the chains free of his stone imprisonment, he went wild within the Elf fortress, slaughtering countless warriors with his chains before escaping. He was directed into battle by his fellow Slayers for the remainder of the War of the Beard, unsuccessfully seeking his own doom. As the war drew to an end, he vanished into the mountains, travelling north, and his name was never recorded in the history books again.

Profile	M	WS	BS	S	T	W	I	A	Ld
Crazed Khargrim	3	7	3	4	5	3	5	4	10

Crazed Khargrim was a powerful and dangerous Daemon Slayer driven mad by his imprisonment by the Elves. He may be taken as a Lord choice in a Dwarf army.

Weapon: Chains of Binding.

Magic Items:

- Chains of Binding

These were the chains that the Elves used to hold Khargrim, and they were fashioned to resist magic, so that even sorcery could not break their bond.

The Chains of Binding give Khargrim Magic Resistance 2. In addition, the chains count as a Great Weapon.

Special Rules:

- *Unbreakable:* (see page 112 of the Warhammer rulebook).
- *Slayer:* (see page 7 of the Dwarf Armies book).
- *Unbinged:* His years of imprisonment slowly eroded what sanity was left in Khargrim. He may not join any unit, not even a unit of Slayers. In addition, he can never be the army's general.
- *Counter-charge:* In the first round of any close combat, Khargrim will always attack first, even if charged. If an enemy has this same ability, such as by a magic item or spell, hits are resolved in order of Initiative. If Khargrim and his enemy have the same Initiative, roll a dice to decide who attacks first.
- *Frenzy:* A result of his imprisonment, Khargrim is subject to *frenzy*. Note that even if beaten in combat, Khargrim will never lose his *frenzy*.
- *Hatred:* After being chained for several years by the Elves, Khargrim has developed an intense hatred of all Elves. As a result, he is subject to *hatred* towards Elves (of all kinds). Note that this is an exception to the normal rules, and he is subject to *hatred* despite being otherwise immune to Psychology.

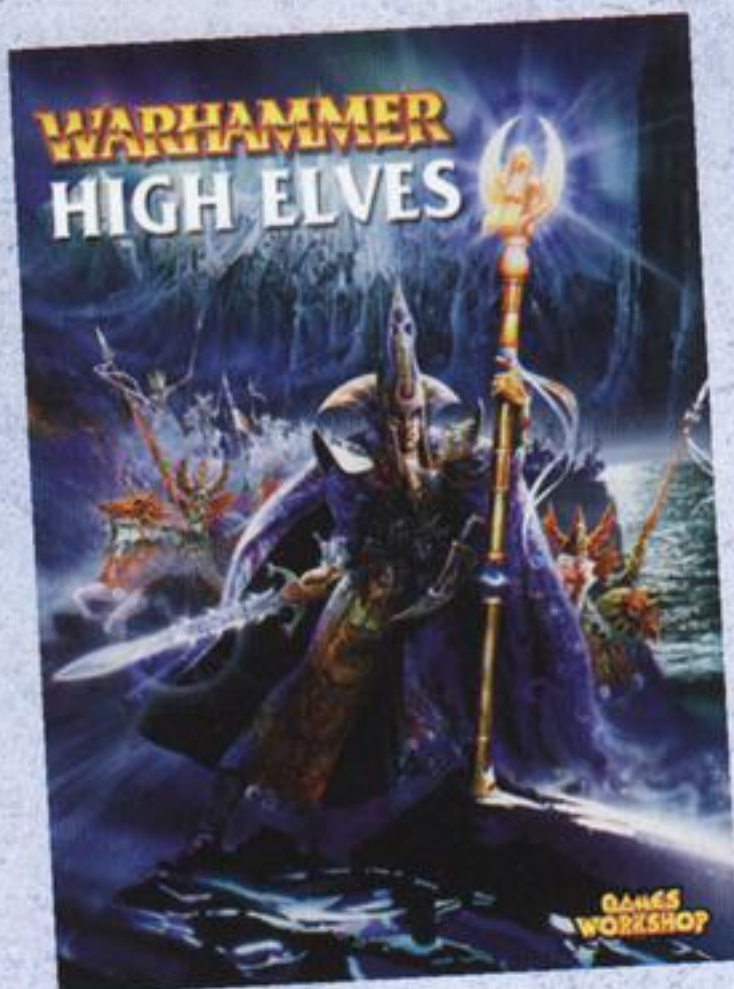


Crazed Khargrim conversion

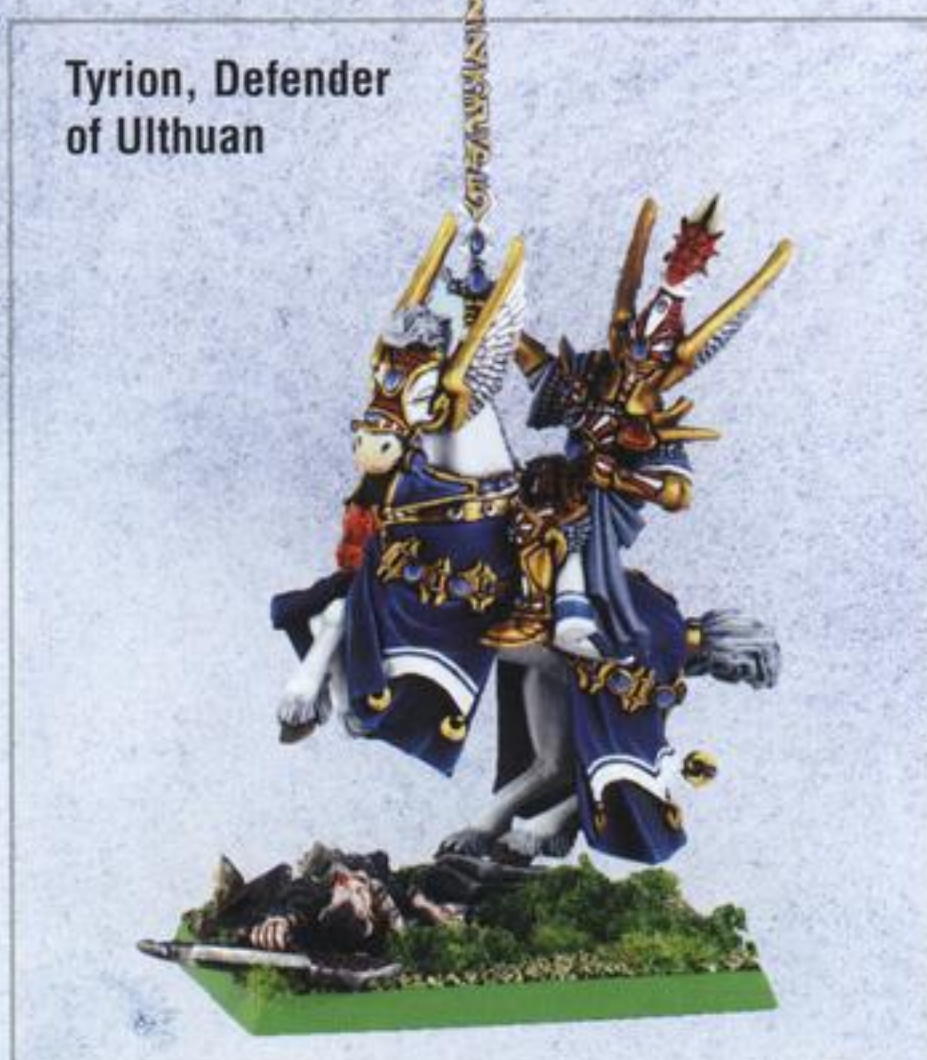
Paul Sawyer used the Blood Bowl Star player Grim Ironjaw to make his conversion of Crazed Khargrim.

He drilled above and below the models fists, and then filled the resulting holes with Green Stuff. Paul then took short lengths of the Forge World Tank Chain and made hooks from the end links of each section so he could attach them to Khargrim's fists. Finally, he pressed the hooks into the green stuff-filled holes and the conversion was complete.





High Elf Warriors Regiment



Tyrion, Defender of Ulthuan



High Elf Archers Regiment



High Elf Silver Helms



High Elf Shadow Warriors



High Elf Repeater Bolt Thrower

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Games Workshop's Mail Order service has an extensive back catalogue, including many special characters from previous editions of the game that are not featured in the Armies books. These have been previously published on our website and in the Citadel Journal, and we have taken our favourites and included them here for everyone to enjoy. In the time that has passed since first presenting these rules, we have become confident that these characters are not only fun, but that players should feel free to use them in their armies without requiring their opponent's consent, just like the special characters in the Armies books.

SPECIAL CHARACTERS



Cut-throat bands and mercenary armies are famed as much for their outlandish commanders and daring leaders as they are for their ruthlessness on the battlefield and merciless quest to earn cold, hard cash...

Background information for the following characters can be found in the old Dogs of War book. The Dogs of War army list and Regiments of Renown can be found in WD251 & 252, in the Warhammer Annual 2002 or on the Games Workshop website (www.games-workshop.com/warhammerworld/warhammer/dogsofwar).



Mydas the Mean counts as both a Hero and a Special choice. If you choose to field Mydas the Mean in your army, he is the army's Paymaster. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.



DOGS OF WAR CHARACTERS

Mercenary Special Characters by Marc Mann

MYDAS THE MEAN

	M	WS	BS	S	T	W	I	A	Ld
Mydas the Mean	4	4	4	4	4	2	4	2	8
Sheikh Yadosh	4	2	2	3	3	1	2	1	7
Bodyguard	4	4	3	4	3	1	4	1	8
Pay Chest	-	-	-	4	4	3	-	-	-
Horse	8	3	-	3	3	1	3	1	6

Points: 320

Weapons & Armour: Hand weapon, shield, heavy armour.

SPECIAL RULES

The pay chest: The pay chest is taken into battle so that Paymaster Mydas can keep an eye on its whereabouts. Sheikh Yadosh, a wealthy Arabian moneylender who has accompanied Mydas since his days in Sartosa, is given the task of keeping the pay chest secure during battle. Placed on a light carriage ridden by Sheikh Yadosh, the pay chest inspires acts of heroism and bravery amongst mercenaries, hoping that by such acts they will be paid a bonus. The pay chest counts as a chariot in all respects, with the following exceptions. When the pay chest charges into combat, it inflicts only D3 impact hits. Also, any friendly units within 6" of the pay chest may re-roll any failed Psychology tests. The pay chest has an armour save of 5+. The pay chest may act as a separate unit from Mydas and his bodyguard on the battlefield.

Mydas' Bodyguards: This bodyguard, made up of hand-picked galley slaves from pirate men-of-war, always accompanies Mydas the Mean. These bodyguards were freed from their former masters by a very generous portion of gold, and they are all deeply grateful for their freedom and are ferociously loyal to the Paymaster. All of these men are very large, muscular, bronzed and hardened by years of labour as oarsmen in a man-of-war. The following rules apply:

The bodyguards must be at least 9 models strong, not including Mydas and Sheikh Yadosh. The points cost for the first 9 models are included in the points cost above. You may add up to 15 more models at 11 points, for each additional model.

The Bodyguards are equipped with heavy armour, halberds, and hand weapons.

The Bodyguards have a Standard Bearer and a Musician.

The entire Bodyguard unit is *stubborn* as long as Paymaster Mydas is alive.

No other character in the army may join Mydas' Bodyguards.

When setting up, deploy Mydas and his Bodyguards at the same time as other characters.

MAGIC ITEMS

Treasure Map

Mydas has drawn a map to all of his hidden pay chests on the back of a piece of parchment inscribed with a number of Lizardman glyphs on the reverse side. The parchment contains a trust spell, which empowers the holder to be trusted by those who would otherwise do him harm. The map has different effects for each battle; roll a D6 to determine the effect.

- 1-2 Mydas's Bodyguards add +1 to their combat resolution.
- 3-4 Any friendly unit may use Mydas's Paymaster Battle Standard ability up to 18" from Mydas instead of the normal 12".
- 5-6 One friendly unit chosen at the start of the battle has a +1 to hit in close combat for the rest of the battle.

The Crest of Mydas

A priest of Myrmidia forged the runes on the Crest of Mydas. Mydas the Mean mounted this item onto the lock of his pay chest as a good luck charm. When he goes into battle his weapons and those of his men glow with a dull golden light. To represent this, every attack from this unit counts as magical, thus able to wound ethereal creatures and so on.

LUCREZZIA BELLADONNA

	M	WS	BS	S	T	W	I	A	Ld
Lucrezia Belladonna	4	3	3	3	4	3	3	1	8
Warhorse	8	3	0	3	3	1	3	1	6

Points: 380

Weapons: Sword and stiletto dagger.

Mount: Barded warhorse.

SPECIAL RULES

Master Sorceress: Lucrezia Belladonna is one of the most powerful sorceresses in Tilea. She is a Level 4 Wizard and may choose either the lore of Shadow or Death.

Stunning Beauty: Lucrezia Belladonna's beauty has an amazing effect on the human mercenaries in the army. To represent this, any human unit within 8" of her automatically rally – they stop fleeing and rally as soon as they are within 8". This affects fleeing troops during the opponent's turn as well. This does not affect any troops that are immune to psychology.

Expert Poisoner: Lucrezia Belladonna is rumoured to be an expert at preparing poisons. No one has ever lived to tell if this true or not. To represent this poisonous skill, use the following rules:

Lucrezia's Kiss: She has been known to kiss the weapons of a hero who she takes as her champion. To represent this, any one character or unit Champion gains Killing Blow due to the potency of the poison in her lipstick.

Stiletto dagger: All of Lucrezia's attacks are Poisoned Attacks. She also carries a stiletto dagger which counts as an additional hand weapon.

Potion of Pavona: At the beginning of the battle, Lucrezia may give the potion to any one character, unit Champion, or take it herself. Roll a D6 and if you roll 2+ choose that number of that model's characteristics to improve by +1. For example, You roll a 4 and you choose to improve the model's WS, T, W, and I. You cannot apply this bonus to the model's Leadership and cannot increase a characteristic by more than one. If you roll a 1, the model loses one wound; if this kills the model then it counts as a casualty for all purposes.

Phial of Poison: Lucrezia hires an 'agent' prior to every battle. This agent will sneak into the enemy camp and attempt to poison the enemy leaders. To represent this, roll a D6 at the beginning of the battle for each enemy character. A roll of 4+ means that the character has been poisoned and starts the battle with one Wound less than normal.

Lucrezia Belladonna can be taken as a Lord choice, but she will use up one of your Hero choices as well. She must be fielded exactly as presented here and no extra equipment or magic items can be bought for her.



From a collection of letters sent by Gossippa Lotta to various Princes and other notables. This letter was sent to Lucrezia Belladonna and refers to the poisoning of the Mercenary General hired to defend the city of Trantio against besieging forces of Luccini.

Dear Lucrezia,

At last that idiot Brazino Innuendo ate the wrong kind of mushroom, the one that was meant for him! Of course they think it was you. I heard that the cook was tortured into confession and mentioned your name, like they always do. Far be it from me to point the finger, but one cannot help admiring the expert choice of time and place! Brazino paid far too much attention to that fool Marmalodi. Now someone else will take charge of defending the city and will probably succeed in holding on to it. Of course you can rely on me not to breathe a word of my suspicions to anyone!

Yours, Gossippa Lotta

It is interesting to note that Gossippa is said to have employed a succession of Halfling food tasters in the years following the siege of Trantio.

Each of these famous Mercenary generals will always lead their Mercenary army. Only one of these heroes may be fielded in a single army.

Borgio the Besieger can be taken as a Lord choice, but he will use up one of your Hero choices as well. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him. He must be the army's General if taken.



BORGIO THE BESIEGER – MERCHANT PRINCE OF MIRAGLIANO

	M	WS	BS	S	T	W	I	A	Ld
Borgio the Besieger	4	6	5	4	4	3	5	4	9
Warhorse	8	3	0	3	3	1	3	1	6

Points: 250

Weapons: Mace of Might, lance.

Armour: Armour of Brazen Bronze, shield.

Mount: Barded warhorse.

SPECIAL RULES

Difficult to Slay: Borgio the Besieger has an almost unnatural ability to withstand pain and injury. If he is reduced to zero wounds, then do not remove the model, but lay it on its side and leave it in place. At the end of the phase, roll a D6. On a 1-3, he is removed as a casualty as normal. On a roll of 4 or more, he stands back up again with a single Wound remaining.

Beloved General: Borgio the Besieger was beloved by his men, and the people of Miragliano. To represent this, any friendly unit within 18" may test on Borgio's Leadership. This rule replaces the normal rules for Generals found in the Warhammer rulebook (page 102).

Magic Banner: Borgio the Besieger is the Merchant Prince of Miragliano, and, because of this, one unit of Pikemen or Heavy Cavalry may carry a 50 point Magic Standard. This rule does not apply to Regiments of Renown.

MAGIC ITEMS

Mace of Might

Borgio made this weapon out of a cannon ball that hit him square in the chest, yet did not kill him. From that point on it has become his good luck charm. If Borgio rolls a 6 to hit with this weapon, that hit will be at Strength 10.

Armour of Brazen Bronze

This counts as a suit of heavy armour that also conveys a Ward save of 5+.

Monstrous Mask Helm

This Helm causes *fear*.

Ghazak Khan can be taken as a Lord choice, but he will use up one of your Hero choices as well. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him. He must be the army's General if taken.



GHAZAK KHAN – TERROR OF THE EAST

	M	WS	BS	S	T	W	I	A	Ld
Ghazak Khan	4	7	6	4	4	3	6	4	9
Warghan	9	5	0	5	5	3	4	2	5

Points: 350 (Ghazak Khan 305 pts, Warghan 45 pts)

Weapons: The Red Scimitar and a bow.

Armour: Heavy armour and a shield.

Mount: Ghazak Khan rides the giant wolf, Warghan.

SPECIAL RULES

Warghan: Warghan is a monstrous wolf that Ghazak Khan uses as a mount. Warghan causes *fear*, has thick fur giving it a 4+ armour save, and counts as a monstrous mount.

War Cry of the Steppes: When Ghazak Khan charges, he lets out a mighty war cry that freezes the hearts of his enemies. To represent this, any unit that he charges will not be able to stand and fire or flee as a Charge response. This does not affect a unit that is immune to psychology.

Quell Animosity: Ghazak Khan is such a fierce general that even the most unruly Greenskin thinks twice about acting up when he is close by. Any friendly Orc or Goblin unit within 6" of Ghazak, so long as he is not fleeing, may re-roll a failed Animosity test.

MAGIC ITEMS

The Red Scimitar

This sword has a -3 save modifier and any model wounded by it loses D3 wounds rather than just one.

Daemonhead Helmet

A powerful wind demon is magically bound to defend the wearer of this helmet if he is ever wounded. To represent this, once Ghazak Khan has lost a wound, he gains a 4+ Ward save and Magic Resistance (1) for the remainder of the battle.



LORENZO LUPO - MERCHANT PRINCE OF LUCCINI

	M	WS	BS	S	T	W	I	A	Ld
Lorenzo Lupo	4	6	5	4	4	3	6	4	9

Points: 300

Weapons: Sword of Lucan.

Armour: Heavy armour, Shield of Myrmidia.

SPECIAL RULES

Fights on Foot: Lorenzo is a very eccentric man, in that he prefers to fight on foot in the style of his ancestors. He always takes his place at the front ranks of his pikemen or leads his soldiers on his men-of-war. This is very inspiring to his men, and they are eager to fight for and defend their Merchant Prince. To represent this, when Lorenzo is in the front rank of any infantry regiment (including Regiments of Renown) he adds +1 to the combat resolution for that unit. If, for any reason he leaves the front rank, they lose that bonus.

Mighty Athlete: Lorenzo follows many of the classical athletic pursuits that his ancestors practised, and as a result he is a very well-built, muscular man. He regularly rows across the Tilean Sea, wrestles the mightiest opponents or runs from one end of his principedom to the other. To represent this, roll a D6 to determine which pursuit he has been following prior to joining the army.

D6	Pursuit	Effect
1-2	Running	+1 Toughness
3-4	Wrestling	+1 Attack
5-6	Rowing	+1 Strength

Magic Banner: Lorenzo Lupo is the Merchant Prince of Luccini, and, because of this, one unit of Pikemen or Heavy Cavalry may carry a 50 point Magic Standard. This rule does not apply to Regiments of Renown.

MAGIC ITEMS

The Sword of Lucan

This sword has the ability to ignore armour saves.

Shield of Myrmidia

This shield has a 6+ armour save which is combined with other armour as normal. In addition, every enemy model in base-to-base contact with Lorenzo loses one Attack.

Ring of Luccina

This is a bound spell with Power Level 5. This spell requires no power to cast; all the power needed is in the ring itself. When cast, all fleeing friendly troops within 8" of Lorenzo will rally automatically.

Lorenzo Lupo can be taken as a Lord choice, but he will use up one of your Hero choices as well. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him. He must be the army's General if taken.





Ulbuan is co-ruled by the Everqueen, the chosen representative of Isha, the Elven goddess of earth, plants and forests. Alarielle is the name of the ruling Everqueen, and she is said to be the most beautiful to have borne the favour of Isha since the far off days of Astarielle. Where the Everqueen walks, the fields start to blossom and flowers spring forth from the ground. The white birds of Avelorn come to rest on her hand, and her silvery laughter rings throughout the blessed glades of the Gaen valley. Her flowing hair is like a golden cloud, and it is said that so great is her beauty that it can move even the immortal gods. Her power is that of nature itself; so when she mourns, the skies weep with her, and when her eyes darken, thunder roars across the Gaen valley.

Alarielle's reign has not been peaceful for her powers were sorely tested when Dark Elf armies and legions of Chaos poured into Ulbuan and overran Avelorn. For a while it was believed that Alarielle had perished in the fighting. To the Elves the Everqueen embodies the spirit of Isha, and her loss could presage the destruction of all Ulbuan. In fact she was not slain, but bidden and protected by Prince Tyrion, although her powers were very much reduced whilst those of Chaos were nourished by the slaughter of battle. The power of Chaos grew increasingly greater as devastation swept the land. At last the Everqueen made her way to take part in the Battle of Finuval Plain where Chaos was defeated. The Everqueen and her Maiden Guard were then restored to the land of Avelorn. She dwells there to this day, in the company of her Champion, Prince Tyrion.

ALARIELLE

The Everqueen of Avelorn

Alarielle is the Everqueen of the High Elves. She can be fielded in an High Elf army, counts as a Lord choice and, in addition, takes up one of your Hero choices. She must be fielded exactly as detailed below, and may not be given any additional equipment or magic items. She can never be the army's General. If her Maiden Guard are included in the army, she must lead the unit and cannot voluntarily leave it.

	M	WS	BS	S	T	W	I	A	Ld
Alarielle	5	4	5	3	3	3	8	1	10

Points: 515

Weapons & Equipment: Star of Avelorn, The Shieldstone of Isha, Stave of Avelorn.

Handmaidens: If Alarielle is with her Handmaidens then the whole unit becomes Unbreakable.

SPECIAL RULES

High Mage: Alarielle follows all the rules for a High Mage. In addition, she knows all of the High Magic spells, and also all the spells from the Lore of Life and may use either or both in the Magic phase.

Boon of Isha: At the start of the High Elf Shooting phase and at the start of the High Elf Close Combat phase, Alarielle may grant the Boon of Isha to a friendly unit within 12". The unit adds +1 to all of its rolls to hit for that phase. In addition, any shooting or close combat attacks made by the unit count as magical for that phase.

Chaos Bane: Any Daemonic unit (including Daemonic monsters and characters) that starts the Magic phase with a model within 6" of Alarielle is affected by the aura of law and harmony that surrounds her. Each unit in range suffers D6 Strength 5 hits that count as magical attacks.

In addition, roll a D6 for each magic item belonging to a model from a Chaos, Skaven or Undead army within 6" of Alarielle at the start of the Magic phase. The magic item is destroyed on a D6 roll of a 6 (roll for each item separately).

The Touch of the Everqueen: Alarielle does not fight as such, for she is the embodiment of peace rather than war. However, her lightest touch can stun a foe for a moment, disorientating them with a blinding flash of light. Alarielle always strikes first in close combat. If an enemy also has this ability, the models strike in Initiative order (roll off in the case of equal Initiative values). If Alarielle hits her target, then no to wound roll is made. Instead the enemy model may make no attacks that turn, and any other models attacking it hit automatically that phase. In the case of a mounted model (on a chariot or monster, for example), Alarielle must roll to hit against the highest Weapon Skill, but if she hits then the entire model is affected, including any special attacks, impact hits, etc.

MAGIC ITEMS

Star of Avelorn: Enchanted Item.

About her noble brow, Alarielle wears a diadem of pure ithilmar into which is set a radiant gem. This was given to the first Everqueen, Astarielle, by Aenarion, and it is said that the gem contains a star from the heavens, placed there by the goddess Isha.

At the start of the High Elf turn, Alarielle may use the Star to heal a wounded High Elf character within 12". If there are no wounded characters in range, she may use the Star to heal herself. Roll a D6 for each wound lost on the target character; on a roll of a 4+ the wound is restored.

Shieldstone of Isha: Enchanted Item.

Upon her breast Alarielle wears a gemstone of unmatched beauty and craftsmanship. As old as Ulbuan itself, the Shieldstone pulses with light and can deflect blows from the enemy.

Alarielle has a 4+ Ward save.

Stave of Avelorn: Enchanted Item.

This is the symbol of the Everqueen, and the icon of her rulership over the land. It is an ancient heirloom, dating back to the time of Aenarion, but now much of its power has gone, drained away by the magical vortex created during the time of the Sundering.

Once in each High Elf Magic phase, you may choose to unleash one of Alarielle's spells through the Stave of Avelorn. This may be a spell she has already cast that turn. This spell is treated exactly like a Bound spell, and has a Power Level of 5.

0-1 HANDMAIDENS OF THE EVERQUEEN

The Handmaidens of the Everqueen can be fielded as a Rare troops choice in an High Elves army.

	M	WS	BS	S	T	W	I	A	Ld
Handmaiden	5	5	5	3	3	1	6	1	8

Points: Ten Handmaidens, including the unit's Champion, Musician & Standard Bearer, cost a total of 300 points. This is the minimum size of the unit, but extra Handmaidens can be added to the unit at a cost of +20 points per model.

Weapons & Armour: Heavy armour, spears & longbows.

Options: The Handmaidens carry the Banner of Avelorn, detailed below. The Musician of the regiment always carries the Horn of Isha, also detailed below.

SPECIAL RULES

Immune to Psychology: The Maiden Guard are sworn to give their life in defence of the Everqueen. They are Immune to Psychology.

Fight in Three Ranks: The Maiden Guard fight in three ranks with their spears.

Magic Items

The Banner of Avelorn: Magic Standard.

Woven from living leaves and the hair of the Handmaidens of the Everqueen, this Banner is a stunningly beautiful creation of the Elves of Avelorn.

So beautiful is the Banner of Avelorn that any enemy wishing to charge the Handmaidens must first pass a Leadership test. If the test is failed, the chargers stand in their place, transfixed by the magic. The Handmaidens must declare their charge reaction before the test is made. Note that the banner has no effect on troops that are Immune to Psychology.

The Horn of Isha: Enchanted Item.

The Horn of Isha is made out of single pearl-white conch shell, and its sound summons the favour of Isha.

Once per battle, at the beginning of any High Elf Shooting phase or of any Close Combat phase (own or enemy's), the High Elf player may declare that the Musician will blow the Horn of Isha. This will allow the Handmaidens to either fight with 2 Attacks (in the Close Combat phase) or shoot twice (in the Shooting phase).



The Handmaidens of the Everqueen are not merely courtiers and attendants, but a warrior guard whose duty is to serve and protect their mistress. Only those with great natural gifts are chosen: the most talented singers and musicians, the most beautiful, the fleetest and most graceful, but above all the most loyal. It is an incomparable honour to serve the Everqueen, and those bound to her side will remain there for seven years, during which time they forswear all other companionship and even the company of their families.

The Handmaidens are warriors of rare power even amongst the High Elves, being skilled with all manner of weapons. Their weapons of choice are the bow and spear, and they wear corselets of the finest ithilmar.



The Everqueen and her Handmaidens.

RAKARTH

The Beastlord

Rakarth can be fielded in a Dark Elf army. He counts as a Lord choice and in addition takes up one of your Hero choices as well. This means that he will take up both a Lord and a Hero choice. He must be fielded exactly as described here and may not be given any additional equipment.

	M	WS	BS	S	T	W	I	A	Ld
Rakarth	5	5	5	4	3	2	7	3	9

Points: 470 (Rakarth is worth 150 points and Bracchus costs 320 points).

Weapons & Equipment: Rakarth is armed with a hand weapon, lance and the Whip of Agony. He wears the Beast Armour of Karond Kar, and rides the Black Dragon, Bracchus.

Whip of Agony: At the beginning of any close combat phase, Rakarth may make a special attack with his magical weapon, the Whip of Agony. This attack always strikes first. If an enemy model is also entitled to always strike first, the model with the higher Initiative strikes first (roll a D6 if they have equal Initiative). Rakarth makes a single attack with the Whip. Roll to hit as normal. If the attack hits, do not roll to wound like normal. Rather, the enemy model must take an immediate Leadership test. Ridden monsters must test on their own Leadership value. If that test is failed, they are overcome with pain, and must roll 6s to score hits in that round of close combat. After this special attack has been made, the combat continues as normal, and Rakarth may attack with his normal attacks.

Beast Armour of Karond Kar: 1+ Armour save. This cannot be improved by any means.

SPECIAL RULES

Beastlord: Any friendly monster taking a Monster Reaction test within 12" of Rakarth will always pass the required Leadership test. If the Beastlord is slain whilst riding his Black Dragon Bracchus, the Dragon does not need to take a Monster Reaction test and will fight on as normal.

In addition, a monster that is beaten in hand to hand combat by Rakarth is assumed to be dominated by the Beastlord and will come under his control. This only applies to ridden monsters, and only once the rider is killed. The monster does not flee, but rather is moved back from Rakarth an inch, and is considered to be a part of the Dark Elf player's army immediately. The monster will remain under Rakarth's control for the remainder of the game. If Rakarth is killed then any monsters under his control revert to the control of their original owner. If Rakarth survives the battle, then any monsters under his control are assumed to be destroyed in regards for working out Victory Points. Note that an enemy does not get any Victory Points for killing a monster enslaved in such a way by Rakarth.



The Dark Elves have always made use of enslaved monsters, both for their fleets and for their land armies, but although there have been many famous Beastmasters in the past, none have approached Rakarth's consummate skill or expertise. It is said that the dungeons of Karond Kar are filled with creatures that Rakarth has tamed, and that amongst them can be found one or more of every monster ever discovered in the Known World.





Bracchus, the Black Dragon

	M	WS	BS	S	T	W	I	A	Ld
Bracchus	6	6	0	6	6	6	3	5	8

SPECIAL RULES

Fly: Black Dragons may fly as described on page 106 of the Warhammer rulebook.

Large Target: A Black Dragon is an enormous mass of fang, muscle and scale and therefore counts as a large target.

Noxious Breath: The Black Dragon can breathe corrosive and poisonous fumes which can burn skin and hair, and choke a man to death. This is a breath weapon (see page 114 of the Warhammer rulebook). Hits are resolved with a Strength of 4 and any unit taking casualties from the noxious breath must pass a Leadership test in order to declare charges next turn. Undead and Daemons are not affected by this additional penalty, nor are troops that are Immune to Psychology, although they still suffer damage as normal.

Scaly Skin: The iron-hard skin of the Black Dragon gives it a 3+ Armour save.

Terror: A Black Dragon is a huge monster which causes *terror* as detailed on pages 81-82 of the Warhammer rulebook.

Even as a child, Rakarth had an almost supernatural ability to subdue wild creatures. When Rakarth was only eight years old his father had been gifted with a particularly fine Black Dragon. The beast was called Bracchus and was faster and stronger than any other in the Rakarth stables, but it had a vicious temperament and ferociously attacked anyone who tried to ride it.

Rakarth's father attempted to break Bracchus, and was quickly hurled to the ground and almost trampled to death under the creature's claws. Wild with fury, Rakarth's father ordered Bracchus destroyed, but Rakarth strode forward and asked if he might have one attempt to ride the creature, and that if he succeeded he might keep Bracchus for himself. Rakarth's father readily agreed, for Dark Elves love all forms of gambling, even above the safety of their own children.

Rakarth slowly walked towards Bracchus, fixing the monster with his steely gaze. Bracchus was visibly shaken at the young child's ice-cold stare, recognising instinctively that here was a being that out-matched it in sheer cruelty and ability to inflict pain. Lowering his head, Bracchus allowed Rakarth to jump easily on to his back, and meekly obeyed Rakarth's every command. From that day on Bracchus has been Rakarth's faithful mount.





QUEEK HEAD-TAKER

Skaven Warlord

Warlord Queek Head-taker is the right claw of Warlord Gnaudwell, the ruler of Clan Mors and the City of Pillars. Gnaudwell is one of the Lords of Decay and without doubt one of the most powerful Warlords in the Under-Empire. Warlord Gnaudwell has groomed Queek as his lieutenant since his birthing, supplying him with the best armour and weapons, protecting him from the other Lords of Decay and staging attempted assassinations to keep Queek on his toes.

Warlord Queek has led several armies into battle against the Dwarf strongholds of the Worlds

Edge Mountains and against the notorious Night Goblin Warlord Skarsnik, who holds the upper levels of Karak Eight Peaks in an iron grip.

Queek has enjoyed considerable success in these forays to date, most notably in the Battle of the North Stair, where he led Clan Mors warriors in a surprise raid on unprepared Night Goblin guards through an old sewer outlet. The Clanrats swarmed over the surprised Goblins, killing most of them and enslaving the rest. Warlord Queek personally slew the Night Goblin chief, shattering the Goblins' resistance and enhancing his own fearsome reputation in the process.

Queek's vitriolic temper and immense ego are well known amongst the Skaven and greatly

admired. He takes the greatest pleasure in challenging opposing leaders and heroes to single combat and slaying them. The severed heads on Queek's trophy rack are kept as mementoes of the more challenging fights, making him an unmistakable sight on the battlefield – his collection includes the head of Krug Ironband of Karak Drazh, Ikit Slash of Fester Spike and the hands of Albrecht Kraus.

The patronage of Warlord Gnaudwell means that Queek is very well equipped for a Warlord. He usually wears warpstone armour and carries both the Gouger and Dwarf Slayer, a potent ancient weapon forged long ago when the Skaven started their long and bitter wars with the Dwarfs of the Worlds Edge Mountains.

WARLORD QUEEK HEAD-TAKER

	M	WS	BS	S	T	W	I	A	Ld
Warlord Queek	5	7	4	4	4	3	8	4	7

Warlord Queek can be taken as a Lord choice, but will use up one of your Hero choices as well. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him. Your army must include a unit of Stormvermin if you want to use Warlord Queek.

Points: 300

Weapons: The Gouger, Dwarf Slayer.

Armour: Warpstone Armour.

Special Rules

Challenge-challenge!: Queek is supremely confident in his own capabilities. Whenever Warlord Queek is in hand-to-hand combat he will always issue a challenge to single combat against any enemy characters, whether you want him to or not (see page 99 of the Warhammer rulebook for more details on challenges) and accept it if the enemy declares the

challenge first. When Queek is fighting in a challenge he fights with the fury of the deeply conceited, so can re-roll any failed rolls to hit and to wound.

Hatred: Warlord Queek is quick to anger and develops a deeply psychotic hatred of anyone and anything that stands in his way. Dwarfs, Orcs and Goblins stand in his way a lot – so he hates them all! See the Psychology rules for the effects of *hatred*, but remember that Warlord Queek only *bates* Dwarfs, Orcs and Goblins.

Two Weapons: Warlord Queek is extremely adept at fighting with his two magic weapons, in a blinding-fast flurry of blades. He uses both the Gouger and Dwarf Slayer at the same time, obtaining a total of 5 Attacks in close combat. All these attacks allow no Armour save, as well as wounding Dwarfs on a 2+.

Magic Items

The Gouger: See page 36 of the Skaven Armies book.

Dwarf Slayer: See page 36 of the Skaven Armies book.

Warpstone Armour: See page 37 of the Skaven Armies book.

The Foul Pendant: See page 38 of the Skaven Armies book.

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Armies

Armies

This compilation contains a single scenario, but it's a biggie! Not only does it allow you to refight the titanic battle fought at La Maisontaal Abbey, but it is also an informative guide to playing any multi-player game.

NEW SCENARIOS



BACK TO LA MAISON TAAL

'The Battle of La Maisontaal Abbey. Few titles have the power of evoking as many nostalgic memories in veteran Warhammer fans. Paul Sawyer has decided it only fitting to revisit this age-old classic in light of the Skaven release. Alessio Cavatore immediately volunteered to rewrite the scenario in its incarnation for the sixth edition of Warhammer, ably assisted by Anthony Reynolds. White Dwarf's very own Paul Rudge also built a new piece of terrain specifically for the scenario, with Dave Andrews' expert advice. Over to Alessio...

Alessio: Given the task of revisiting this historic battle, I began by doing a little research into its past incarnations. After much digging through ancient parchments stored in dusty chests in the dungeons of Games Workshop's archive, the earliest appearance of this scenario that I could trace is dated 1986. It was actually in the Citadel Journal of Spring '86 that it all began. As the cover of this milestone copy of the Journal informs us, this is also the first appearance of 'a new Chaos race' called the Skaven! This magazine is

precious indeed, containing a veritable treasure of information on this evil race which I love so much. More to the point, it contains the Warhammer scenario 'The Vengeance of the Lichemaster', which is what I was looking for. Written by a certain Rick Priestley (that name rings a bell...), the scenario is a follow-up of the previous 'Terror of the Lichemaster' gaming supplement. In the Journal, together with rules and art, the gamers could find a cut-out cardboard model representing the abbey. I noticed with a wry smile that those cardboard

models had been designed by none other than the very same Dave Andrews we were turning to for advice on the same matter. Dave was as surprised as me when I pointed it out – it was fifteen years ago after all!

Later on, Bagrian and the Lichemaster made their presence felt in the Warhammer Fantasy Roleplaying module 'Revenge of the Lichemaster', which was the first adventure I ever played using that game system. Once more the battle of La Maisontaal brings back memories of many happy hours of gaming with friends.

The next time the battle was recreated (that I could find) was far more recent. It was just two and a half years ago, in WD 237, when the scenario was released as part of the support for the new Vampire Counts Armies book. This time it delved into the past history of many lords of the Undead,



focusing in particular on the battle of La Maisontaal. I do know the author of that article quite well: myself! That article was one of the first I wrote for White Dwarf, at the very beginning of my career as a games developer.

After reading through all these different versions of the battle, I realised that the appeal of this fight for the game designer in me (and I guess for Rick before me) is that it pitches three armies all fighting against each other at the same time. It is a most interesting challenge to adapt a game system that has been designed to work for two players so that it can accommodate multi-player gaming.

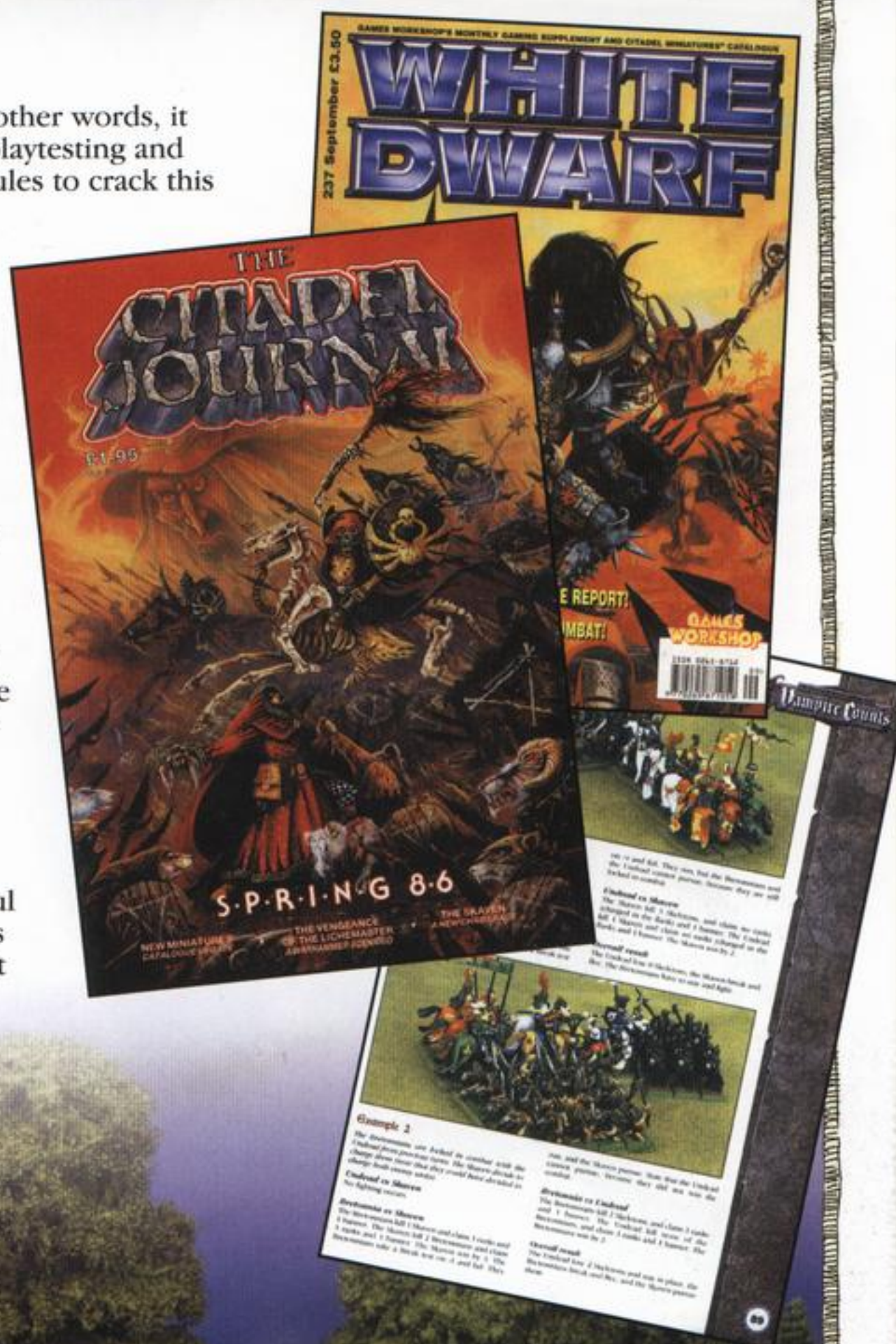
The main problem is the Close Combat phase. Movement, shooting and even magic can work pretty well, but close combat is terribly messy when troops from three different sides are involved in a multiple fight.

I have to admit that I can find several problems in all previous attempts at solving this dilemma and, to be honest, after trying again and again I've come to the conclusion that in the space and time-frame available it's

simply impossible. In other words, it will take much more playtesting and many more pages of rules to crack this nut than this article allows me. It's probably enough work for a separate gaming supplement: 'Warhammer Multiple Battles'. Maybe in the future! For the moment you'll have to solve those tricky situations with the help of my guidelines and diagrams, but most importantly with your common sense and the use of our inseparable friend the dice.

Apart from the little problems that might arise, this scenario is always very characterful and highly amusing, as the three sides battle it out for control of the beleaguered abbey.

Enjoy it!



THE BATTLE OF LA MAISON TAAL

The Battle of La Maisontaal, fought in the year 2491, ended in a spectacular victory for the Bretonnian forces of Duc Tancred.

Although at first the Skaven and Heinrich Kemmler's Undead forces fought together, this unholy



alliance soon broke down when the treacherous Skaven unleashed a number of hellish Warpfire Throwers into the ranks of Zombies in an effort to destroy the Lichemaster. The Necromancer walked unscathed through the green flames, and turned his forces against his deceitful allies. Allowing the Skaven and Undead to engage each other, Duc Tancred held his forces back for a single heroic charge, which smashed the forces of the Skaven, splitting them. Despite this, the rat-men fought on in desperation, attacked on two sides.

While Throt the Unclean directed his mutated creations against the Undead and Bretonnian forces, Grey Seer Gnawdoom hurtled over the battlefield, borne aloft by the power of his magic. Accompanied by a small group of black-clad Gutter Runners, he managed to fight his way inside the temple of Taal and recover the Black Ark. The High Priest of Taal, Bagrian, was killed in this attack, stabbed countless times by the poisoned blades of an Assassin. Many say that Bagrian brought this end upon himself, and that his

interest in warpstone reeked of the taint of Chaos.

Once Gnawdoom had this sacred item within his grasp he fled the battlefield, leaving the other Skaven to be slaughtered. Throt escaped the battle, his warpstone enhanced constitution keeping him alive despite horrendous wounds. It was rumoured that after the battle he hired the services of Clan Eshin to exact revenge on the treacherous Gnawdoom.

The Bretonnians took heavy casualties from the relentless press of Undead, for Kemmler kept raising those that fell using the devastating power of his magic and his sheer force of will. Eventually the Lichemaster tired of the battle, realising that the Skaven Grey Seer had already fled with his prize. He slipped into the shadows and was gone.

The monks of Taal praised their god for their survival and the Bretonnians returned to their lands with honour. Duc Tancred devoted the remainder of his life to seeking the downfall of the Lichemaster, tragically bringing about his own doom at the Battle of Montfort Bridge. Some rumours whisper that he walks the world still, cursed to undeath by the foul Necromancer.

The year 2491 was a dark year for the faithful of Taal, the god of Nature, whose temple lay high in the mountains between Bretonnia and the Empire. Here follows an account of these dire events.

Bagrian, High Priest of Taal, walked over the floorboards to look out of the shattered window as the last of the day's sunshine was hidden by the horizon. His face was a mask of cold fury. Shards of coloured glass crunched under his sandalled feet. The beautiful stained glass windows had been inspirational creations, spectacular devotions to Taal that had taken years of loving attention to create. Now they were in ruin, as was much of the abbey. Only the temple itself still stood. The rest of La Maisontaal Abbey had been ruined, and the smell of charred wood and swirling ash filled the cool night air.

The High Priest raised his gaze to encompass the fields surrounding the

abbey, and his expression hardened. Dark shapes were silhouetted against the dying red sky: evil, twisted creatures were out there, abominations of nature which had no right to be walking the earth. Those creatures were opposed to all that he believed in, and were an affront to his god.

Concealed with arcane spells of protection and shielding, Bagrian had slipped unnoticed into the bowels of the mighty stronghold of the foul rat-men, that dark, crumbling city beneath the marshes known as Skavenblight. His journey had reaffirmed his belief that these creatures had no place in the world, and he had learnt much of the Skaven in his brief foray. He had discovered that it was the Chaos-infused substance known as warpstone that millennia ago had twisted the rat-creatures into the hideous beings they were today. He had hoped that

studies of this dangerous substance might provide a clue as to how to eradicate the unnatural creatures from the world forever. With this in mind, Bagrian magically transported a small black box full of warpstone to his study in the abbey of Taal, high in the Grey Mountains. The rat-creatures flew into a frenzy when they discovered that the box was missing. Despite being magically concealed, Bagrian only barely escaped the seething Skaven lair. How could he have known that the box was an item sacred to the abhorrent Skaven, the cursed Black Ark of the Horned Rat?

It had taken only days for the foul creatures to appear. Taal only knows how they had found him, so far from their subterranean hell-hole, but find him they had. Three nights later, he had been awoken from his slumber by a vision of his god, alerting him to danger. Rushing into the corridor outside his room, he

found the night watch lying at their posts, their throats slit. Hunched black figures prowled the abbey, moonlight glinting on their vicious blades. Calling on the powers vested in him by his god, Bagrian caused a great ball of light to appear above the abbey, burning like a miniature sun and illuminating the entire grounds. The black-clad Skaven cowered before the sudden light, and Bagrian quickly dispatched them with his powerful magic.

The next morning, fear filled the abbey and shock and fright could be read in the eyes of initiate and monk alike. As night began to fall, movement could be seen in the distance, and the first wave of attacks began. Led by Gnawdoom, a crazed and powerful Skaven sorcerer, and the hideously mutated Throt the Unclean, the twisted rat-men descended on the abbey, crashing over the walls in a horrid, unstoppable swarm.

The monks of Taal stood bravely before them, fighting with mace and hammer. The air was filled with crackling sorcery as the Grey Seer pitted his magic against that of Bagrian. Throt, a powerful master mutator of Clan Moulder, directed his foul rat-spawn creations against the abbey's defenders, and twisted rats of gigantic proportions scrambled over the walls. The battle raged for half the night, and the outer walls of the abbey were slowly reduced to rubble. The overwhelming numbers and ferocity of the Skaven had slowly pushed the monks back.

As the moon reached its zenith in the sky above, a second terror descended on the beleaguered abbey. His soul filled with a growing despair, Bagrian looked into the clear sky, only to see the stars being blocked out by huge, dark shapes. On leathery wings, immense, deadly Fell Bats swooped down onto the monks, draining several of blood before taking to the air once more. The monks recoiled in horror as an army of the dead marched out of the mountains to the north. The Skaven advanced with increased confidence now that their allies had arrived.

At the head of the legion of corpses strode the dread Necromancer Heinrich Kemmler, the Lichemaster. For years this evil sorcerer had been causing terror along the borders of Bretonnia, laying waste to villages and towns as his army's ranks swelled with those he slaughtered. At his side was the towering figure of Krell the Twice Damned; his soul pledged to Chaos and his long-decayed body cursed to walk the earth once more. No doubt the Necromancer planned to use the power of the cursed warpstone to enhance his

already dangerously powerful necromantic abilities.

In horror, Bagrian turned to the small graveyard just outside the abbey grounds as hands pushed up through the wet earth. The bodies of dead monks rose from their graves at Kemmler's command, turning sightless eyes upon their former brethren. Dismay washed over Bagrian, for such obscene acts should not be possible on the sacred, consecrated grounds of La Maisontaal. The Lichemaster was powerful indeed! Groaning, the rotting bodies of countless Zombies staggered towards the monks, and the battle became even more terrible.

Bagrian ordered the monks into the temple of Taal, sealing the immense solid door behind them. He knew that if the two parties acted together, they would quickly overcome the last of the abbey's defenders, but that was not in the nature of these suspicious and evil-hearted beings. Indeed, the unholy alliance swiftly fell apart and the two unnatural enemies clashed.

While the powerful sorcerers Kemmler and Gnawdoom were focused on each other, Bagrian managed to get past their magical defences. Free from its corporeal burden, his spirit burst from his body and sped into the sky. Soaring high above the earth, Bagrian scoured the lands in an attempt to find some aid for the beleaguered abbey. After nearly an hour of searching, his spirit-eyes found what he sought. Camped less than a day's march away from the abbey was a force of Bretonnian knights. Descending to the ground, his spirit form passed through the command tent, coming invisibly face to face with the proud Duc Tancred.

Looking within the heart of the noble Bretonnian Grail Knight, Bagrian saw that he had a true and noble spirit, and hope surged through him. The Grail Damsel at Duc Tancred's side gasped as she perceived the spirit of Bagrian, though no other in the tent could see him. Swiftly, Bagrian told her of the plight of the abbey of Taal. The Damsel quickly relayed the message to the Duc. Hearing the name of the hated Heinrich Kemmler, the Grail Knight surged to his feet, shouting for his army to make ready to ride to war.

* * * *

Bagrian glared over the shattered remains of his once proud abbey. As he watched, the two forces came forward once more to resume their struggle. Doubtless, both Kemmler and the Skaven Grey Seer Gnawdoom wanted the warpstone hidden in the strangely decorated black box for themselves.

The forces of Skaven and Undead clashed once again as the sky turned to darkness overhead, their fighting even reaching the inner compound of the abbey below. The sound of chanting echoed through the temple as the monks of Taal intoned devotions to their god. Bagrian was at peace within himself, though he raged against the abominations that stalked the night outside. He knew that if his god decreed that his time was upon him, he would face it without fear. If his god decided that he would live to fight to restore the natural order of the land, then he would survive this day.

There was a sudden shout within the temple, interrupting the chanting that stopped suddenly.

"Look to the west, Father Bagrian! By Taal, we are saved!"

Running to the west windows, Bagrian saw a great cloud of dust billowing in the distance. Riding before the dust-cloud were the proud knights of Bretonnia, pennants dancing in the wind as they galloped towards the abbey. He saw elements of the Skaven and Undead forces turn to face this new threat, while others kept fighting each other.

Feeling the power of his god flowing through him, Bagrian turned resolutely to the monks who crowded behind him.

"I will join our allies, and smite the abominations this day in Taal's name! Guard the Ark well in my absence."

With those words he swept towards the great double-doors that guarded the entrance to the temple. The doors swung open at a gesture, and he stepped through them. The burnt ruins of the abbey were littered with bodies, some furred, others in various stages of decay. The great doors swung shut behind him, and Bagrian gazed in hatred towards the figures of Kemmler and the Skaven Grey Seer, Gnawdoom. They sensed his power across the battlefield and instantly began their mental assault.

The Skaven army swiftly broke away from the Undead forces, pulling back to regroup. The Bretonnians thundered over the rocky ground and the three armies faced each other, the abbey in the centre. Standing on the steps of the temple of Taal, Bagrian raised his arms high in the air. There was a sudden flash of light, and contorting lightning arced towards the Undead and Skaven ranks. At an unheard signal, the three armies charged towards each other, and the vicious, desperate battle of La Maisontaal began in earnest.

Warhammer Scenario

The Battle of Three Armies

Overview: What follows is a generic scenario for a battle fought by three armies. In theory the armies are there to destroy all the enemies on the battlefield in a 'last one standing' situation, but players might wish to allow temporary alliances. Be warned though – if you start putting diplomacy into the game you risk really upsetting people!

Armies: Armies are chosen using the Warhammer army lists to an agreed points value.

Battlefield: Lay out the terrain in any mutually agreeable manner.

DEPLOYMENT

1. The three players roll off and the highest scoring player gets to choose in which area he wants to deploy his army (re-roll ties). Then the remaining two players roll off again and the second winner chooses his deployment zone, leaving the last to his opponent.

2. Armies are deployed in the deployment zones shown on the map below. The players take it in turns to choose and deploy one unit at a time in the following order: area 1, area 2, area 3. All war machines in a player's army are deployed at the same time, although they can be deployed in different parts of the deployment area. All characters in an army are deployed after all other units, all at the same time.

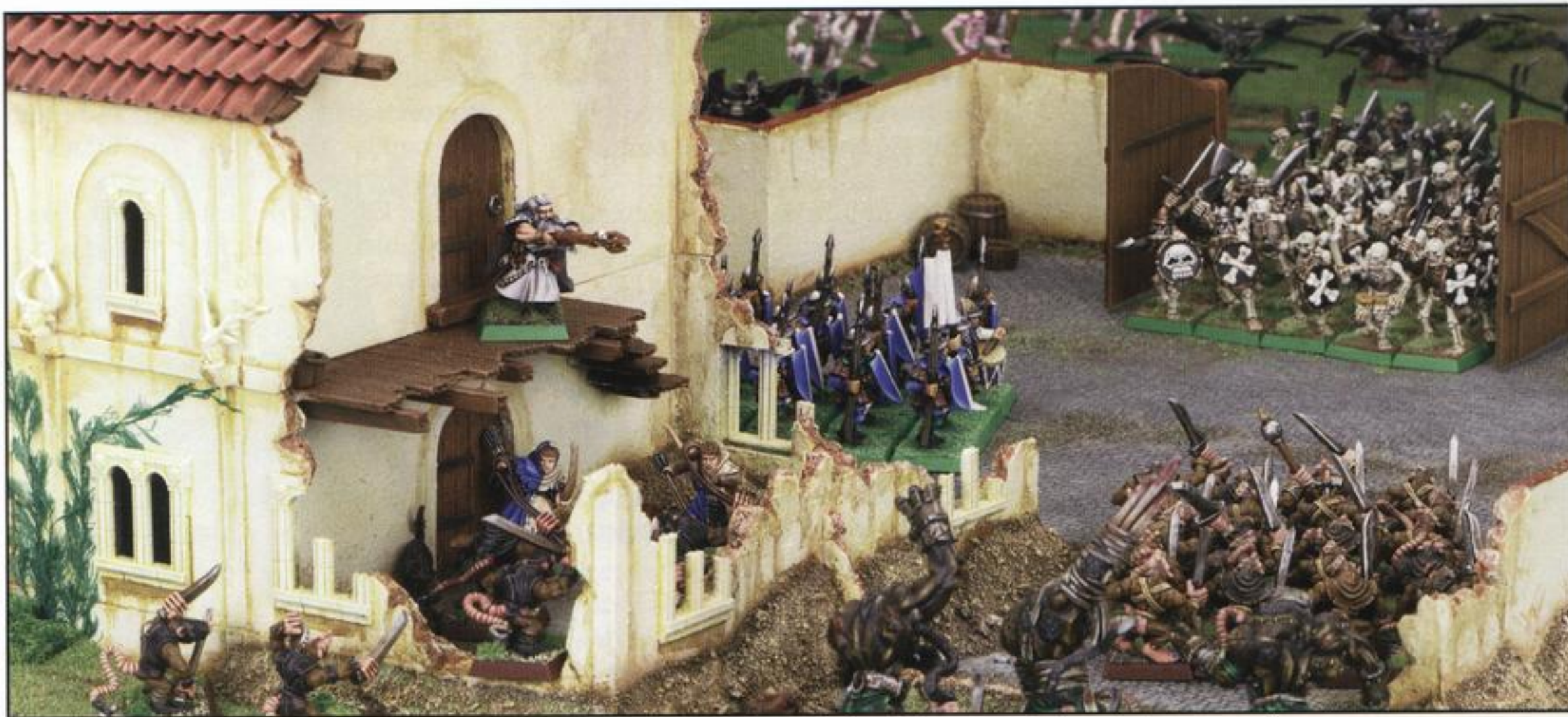
3. Scouting units are not deployed with the rest of the units. Instead they are placed on the table after all units in both armies have been deployed, as

described in the rules for Scouts on page 112 of the Warhammer rulebook.

Who goes first? At the beginning of each turn, the three players roll off and the highest scoring player gets to choose in which position to play – first, second or third (re-roll ties). Then the remaining two players roll off again and the second winner chooses his position, excluding of course the one already chosen by the first player, leaving the last available position to his opponent. Once the order of play has been established, players take their turns as normal. The above procedure is repeated at the beginning of each following turn. The only exception is that a player can never take two turns in a row, so the player who moved last in a turn cannot choose in the following turn to move first if he wins the roll.

Length of game: The game lasts eight turns or until two players concede defeat.





The Bretonnian spearmen hold fast as both the Undead and Skaven armies breach the outer walls.

SPECIAL RULES

CLOSE COMBAT

All models in base contact with an enemy will fight in every player's Close Combat phase, regardless of whose turn it is. In a multiple combat involving units from all three sides, models can distribute their attacks freely among all enemy models they are in contact with.

First work out each side's combat score as you would if the third party wasn't there. Then compare the three scores and apply all the relative results at the same time (see the examples on the next page). Resolve fleeing and pursuing carefully, rolling a dice to determine which unit pursues first, because this can often generate new combats between units that were not fighting each other, but were in contact with a common enemy.

These multiple fights will sometimes lead to very messy situations, where the players will need to use their common sense and the guidance offered by the examples to reach a solution.

MAGIC

The player whose turn it is receives his Power dice as normal and the other players receive their Dispel dice.

For this scenario, the basic number of Dispel dice received by players is only one instead of two as long as there still are more than two players, otherwise it reverts to normal. Spells are cast as normal. If a spell is targeted at troops belonging to a single enemy, only that player can try and dispel them. If the spell is not targeted at an enemy or can potentially affect more than one enemy at the same time, both enemies secretly write down the number of Dispel dice they intend to use and then reveal them simultaneously. The player with the highest number of dice gets to roll them, the one with fewest dice keeps his dice. Players can also write that they wish to use a Dispel Scroll (or similar one-shot dispelling item). A player using a scroll always counts as using a higher number of dice than a player dispelling normally with dice. If both players have bid the same number of dice or wish to use a scroll, they must roll off and the loser must use his scroll/dice to dispel.

VICTORY CONDITIONS

Unless two players concede, the winner is the player who scores the most Victory Points.

Victory Points are awarded as follows:

1. When a unit/character/monstrous mount is destroyed (wiped out by magic/missile fire/close combat or run down by pursuers), the player who destroyed it scores Victory Points equal to the unit's points value. Points scored in this way must be recorded immediately on a sheet of paper.

In a multiple fight, troops belonging to two players may destroy one or more units from a third party in the same Close Combat phase. In this case the two players share the Victory Points equally.

2. Killing an enemy General is worth an extra 100 Victory Points – record them immediately.

3. Each enemy banner (units' banners and battle standards) captured at the end of the game is worth an extra 100 Victory Points. It is vital that players use the Standard Bearer models to represent where the captured banners are, since they can be recaptured and, in this scenario, captured by a third party if the unit carrying them is defeated.

EXAMPLES OF THREE PLAYER COMBAT



EXAMPLE 1

Undead vs Skaven: The Skaven kill three Skeletons, claim three ranks, one banner and a higher Unit Strength. The Undead kill one Skaven and claim three ranks and one banner. The Skaven win by three.

Bretonnia vs Undead: The Bretonnians kill three Skeletons, and claim two ranks, one banner, flank attack and a higher Unit Strength. The Undead claim zero ranks (charged in the flank) and one banner, causing no wounds. Bretonnia wins by seven.

Bretonnia vs Skaven: The Bretonnians kill two Skaven and claim two ranks, one banner, flank attack and a higher Unit Strength. The Skaven kill one Bretonnian and claim zero ranks (charged in the flank) and one banner. Bretonnia wins by five.

Overall result: The Undead lose ten extra Skeletons (7 against Bretonnia and 3 against the Skaven). The Skaven take a Break test on -5, fail it and run. The Bretonnians cannot pursue because they are still locked in combat with the Undead.



EXAMPLE 2

The Bretonnians are locked in combat with the Undead from previous turns. The Skaven decide to charge them (note that they could have decided to charge both enemy units).

Bretonnia vs Skaven: The Skaven kill two Bretonnians and claim three ranks, one banner and a higher Unit Strength. The Bretonnians kill one Skaven and claim two ranks and one banner. The Skaven win by three.

Bretonnia vs Undead: The Bretonnians kill three Skeletons, and

claim two ranks and one banner. The Undead kill none of the Bretonnians, and claim three ranks, one banner and a higher Unit Strength. The Bretonnians win by one.

Undead vs Skaven: No fighting occurs.

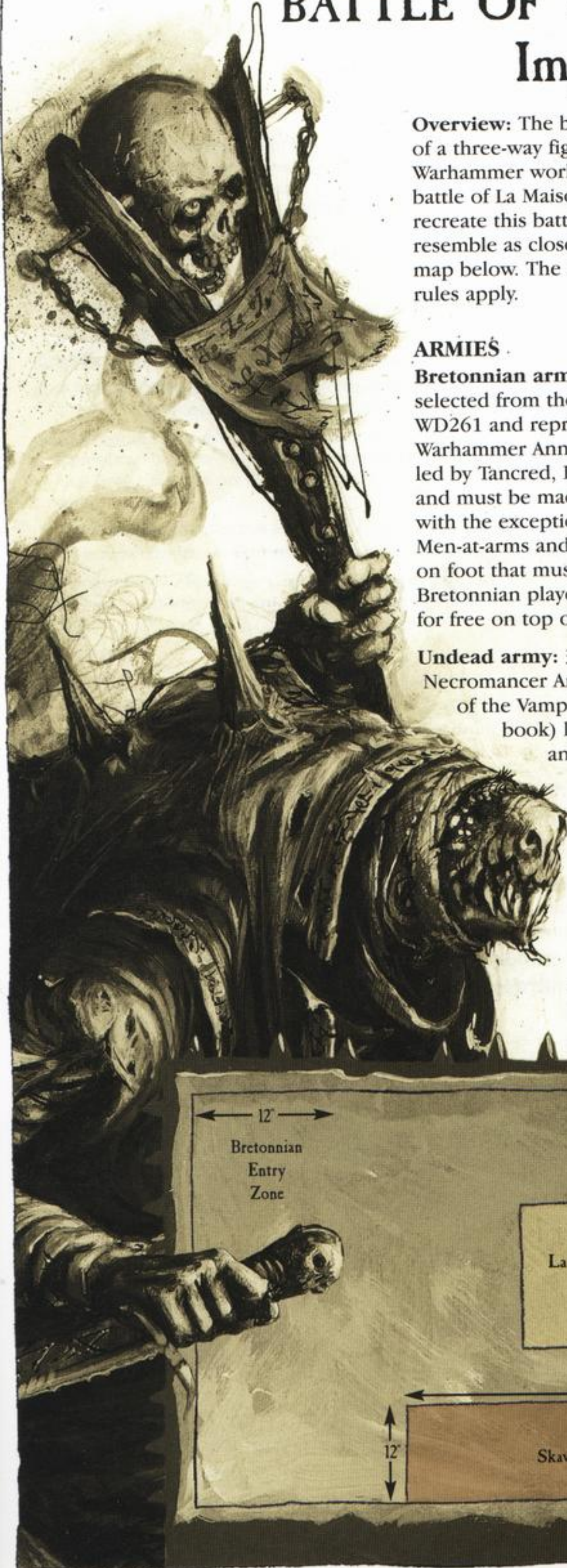
Overall result: The Undead lose one extra Skeleton (against Bretonnia) and stay in place. The Bretonnians take a Break test on -3 and fail. They run, and the Skaven pursue them. Note that the Undead cannot pursue them because they did not win the combat.



The Bretonnian Knights arrive, only to see the abbey surrounded by an evil alliance.

BATTLE OF LA MAISONTAAL ABBEY

Imperial Year 2491



Overview: The best known example of a three-way fight in the Warhammer world is, of course, the battle of La Maisontaal Abbey. To recreate this battle, set the table to resemble as closely as possible the map below. The following special rules apply.

ARMIES

Bretonnian army: 3,000 points selected from the list featured in WD261 and reprinted in the Warhammer Annual 2002. It must be led by Tancred, Duc of Quenelles, and must be made entirely of cavalry, with the exception of one unit of Men-at-arms and one unit of Squires on foot that must be included. The Bretonnian player also gets Bagrian for free on top of his normal army.

Undead army: 3,000 points. Necromancer Army (see page 78 of the Vampire Counts Armies book) led by Kemmler and including Krell.

Skaven army: 3,000 points selected from the Skaven Armies book, led by a Grey Seer, Gnawdoom, (choose his equipment as normal) and Throt the Unclean.

DEPLOYMENT

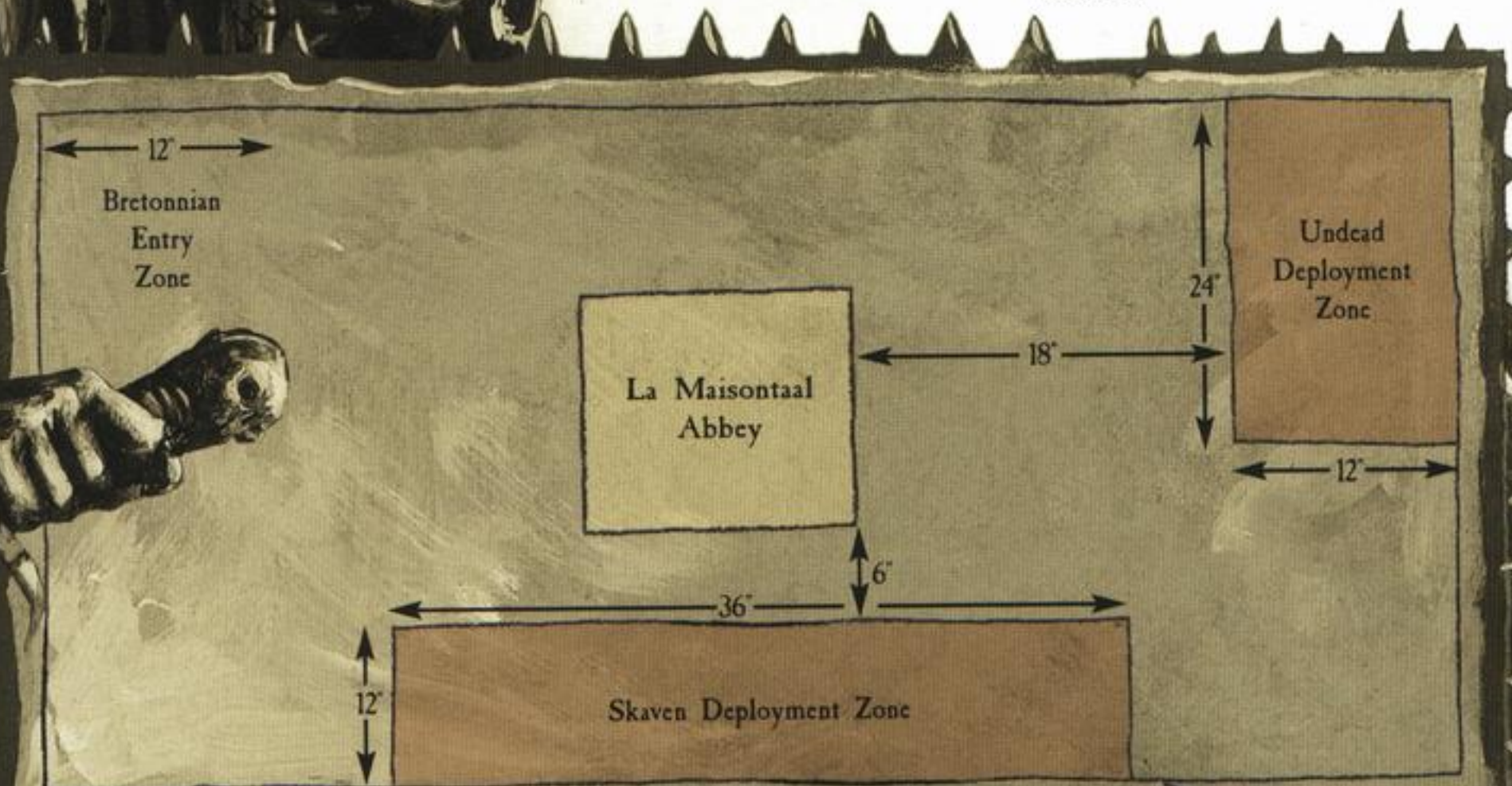
First the Undead and Skaven deploy their armies in their respective areas. The Bretonnian player then deploys Bagrian, the unit of Men-at-arms and the unit of Squires on foot anywhere inside the Abbey's perimeter, representing the remaining monks of Taal. No other troops can be deployed there. The rest of the Bretonnian army does not begin the battle on the table.

Turn sequence: In the first turn, the Bretonnians move first. The Bretonnian cavalry moves in from the table edge in the area indicated on the map, exactly like troops that have pursued an enemy off the table in the previous turn.

Victory conditions: In addition to the normal Victory Points, the player who has the highest total Unit Strength inside the perimeter of the abbey at the end of the game scores an extra 500 Victory Points.

SPECIAL CHARACTERS

The five characters detailed in this article are to be used in the Battle of La Maisontaal Abbey, but may also be used in normal games of Warhammer with your opponent's consent (with the exception of Throt the Unclean who may always be used). They must be fielded exactly as presented in this article.



TANCRED, DUC DE QUENELLES

The Duke of Quenelles, historically the victor of the Battle of La Maisontaal, is the avowed enemy of Kemmler the Lichemaster. This fiend lurks in the Grey Mountains and plagues the eastern frontier of Bretonnia, seeking vengeance for his defeat by the Duke's army. The Duke has pledged to hunt down and slay the Lichemaster and wipe out his followers for good. To this end, the king has presented him with relic weapons which are potent against the living dead. Tancred can be taken as a Lord choice for the Bretonnian forces. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

A Bretonnian Grail Knight hero is the ideal miniature to represent Tancred in your battles.

	M	WS	BS	S	T	W	I	A	Ld
Tancred	4	6	3	4	4	3	6	4	9
Warhorse	8	3	0	3	3	1	3	1	5

Cost: 275 points.

Weapons: Lance and the Blade of Couronne.

Armour: Heavy armour and the Grail Shield.

Mount: Barded Bretonnian warhorse.

SPECIAL RULES

The Duke has the Grail Virtue, making him Immune to Psychology, and the Virtue of Purity, which gives him Magic Resistance (1).

MAGIC ITEMS

The Blade of Couronne: This ancient weapon was found in an old ruined shrine in Couronne. It was doubtless forged to be wielded against the Undead hordes of Settra who beset the land during the Dark Age of Bretonnia.

The sword wounds Undead creatures automatically, with no Armour saves allowed.

The Grail Shield: This shield bears an image of the sacred Grail which shines with such a pure white light that no evil creature can bear to look upon it.

Counts as a normal shield. In addition, all Undead creatures and Daemons in base contact with the bearer lose 1 Attack from their profile.

HEINRICH KEMMLER THE LICHEMASTER

The Undead army may be led by Heinrich

Kemmler. He can be taken as a Lord choice, but he will use up one of your Hero choices as well. Taking Kemmler counts as taking a Lord and a Hero. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

	M	WS	BS	S	T	W	I	A	Ld
Kemmler	4	3	3	3	4	4	3	1	9

Cost: 450 points.

Weapons: Sword.

Armour: None.

Spells: Kemmler is a Level 4 Wizard and always uses Necromantic spells.

SPECIAL RULES

Master of Necromancy: As long as he has enough Power dice, Kemmler can cast any one of the spells he knows, even one that he has already cast in the same Magic phase.

MAGIC ITEMS

Staff of the Lichemaster: This most powerful Necromantic tool has the combined powers of a Skull Staff, a Power Familiar, a Spell Familiar and a Black Periapt (see the Vampire Counts Armies book, page 50-51).

Cloak of Mist and Shadows: (see the Vampire Counts Armies book, page 51).

Power Stone: (see the Warhammer rulebook, page 154).

KRELL

If the Undead army includes Heinrich Kemmler, it may also include Krell, one of the dreaded dark lords of Nagash. Krell can be taken as a Hero choice. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

	M	WS	BS	S	T	W	I	A	Ld
Krell	4	5	3	4	4	3	4	4	10

Cost: 215 points.

Weapons: Black Axe of Krell.

Armour: Chaos armour (4+ Armour save).

SPECIAL RULES

King of Wights: In Krell's hands his dreaded weapon reaches the pinnacle of its dark powers and delivers a Killing Blow (see the Warhammer rulebook, page 112) every time Krell rolls a 5+ on his rolls to wound.

MAGIC ITEMS

Black Axe of Krell: (see the Vampire Counts Armies book, page 49).

Crown of the Damned: (see the Vampire Counts Armies book, page 50).

	M	WS	BS	S	T	W	I	A	Ld
Throt	6	6	3	5	5	3	7	4	7

Cost: 285 points.

Weapons: Creature-killer, a whip and a hand weapon.

Armour: Light armour.

SPECIAL RULES

Master Controller: Throt holds his position of authority within Clan Moulder through a mixture of fear, respect and brute strength. Skaven cringe under his crazed gaze, and fear the touch of his accursed whip.

Any Clan Moulder unit within 6" of Throt may re-roll any failed Psychology test. In addition to this, if Throt is not your army's General, any Clan Moulder unit (Rat Ogres and Giant Rats) within 6" of him may use his Leadership for any Leadership test they take.

Dominator: The whip of Throt the Unclean is rightly feared amongst his clan, and his skill with it is unparalleled.

When Throt is in the rear ranks of a unit of Giant Rats or Rat Ogres, he can make four Strength 4 Attacks with his whip instead of the one normal Strength 5 Attack. Note that attacks with the whip do NOT benefit from the Killing Blow ability.

Ravens Hunger: Throt is consumed with constant hunger and if he does not feed frequently, his overactive system will run rampant, eating him away from within.

Throt and any unit he has joined may never pursue a fleeing enemy they have broken in combat, as Throt stops to feed on the corpses of the fallen.

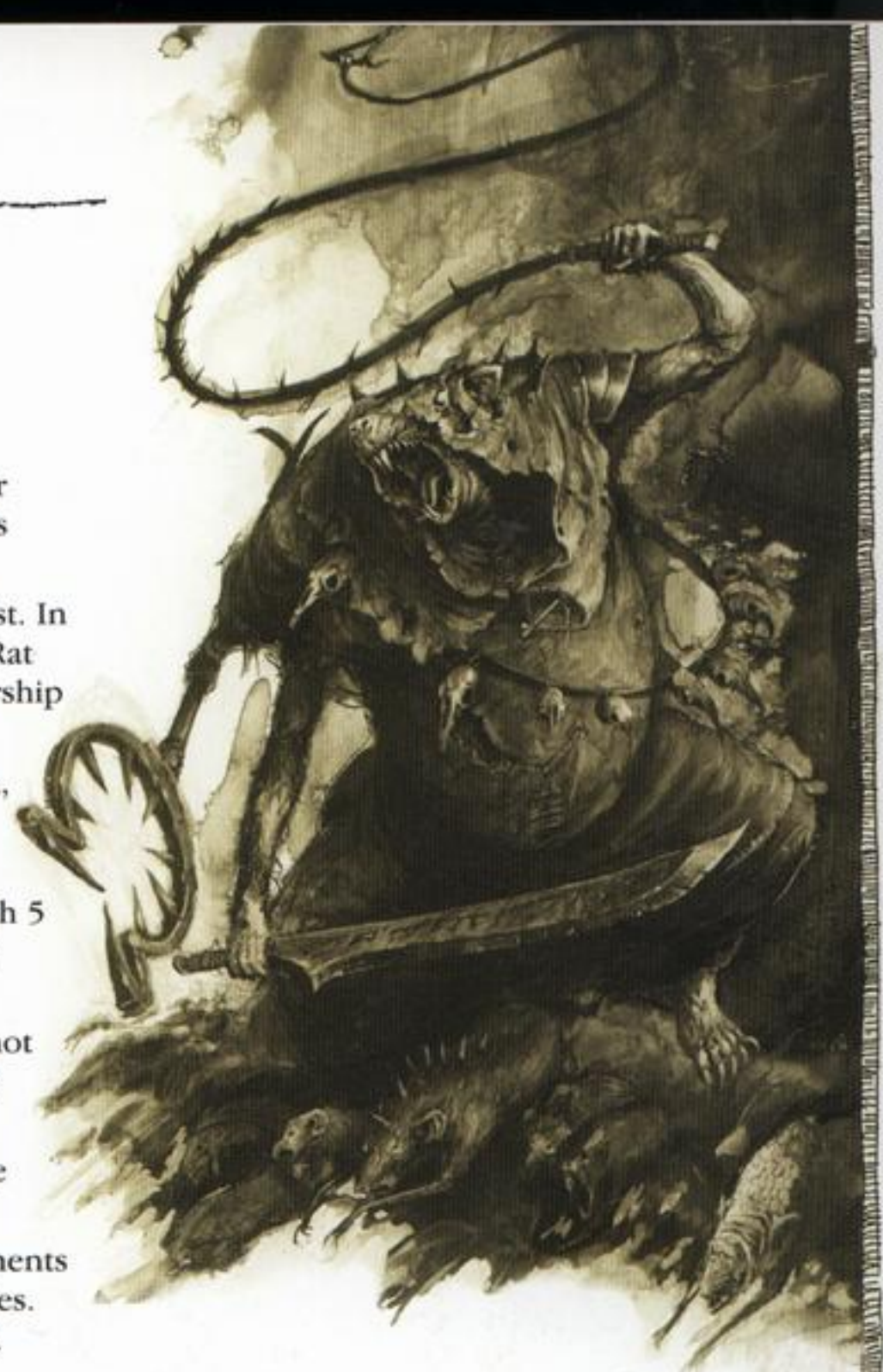
Warpstone-Fuelled Constitution: Throt has conducted a number of experiments on his own body, resulting in his heightened strength and recuperative abilities. Throt can Regenerate, as described on page 113 of the Warhammer rulebook.

MAGIC ITEMS

Creature-killer: The Creature-killer is a special implement designed by Throt himself which he uses to capture and kill all manner of foul creatures to be used in his twisted experiments.

The Creature-killer gives Throt the Killing Blow special ability, as detailed on page 112 of the Warhammer rulebook. However, this magical weapon may also be used to deliver a Killing Blow to creatures the size of an Ogre, such as Minotaurs, Trolls and Kroxigors. It may not be used on monsters larger than Ogres, such as Dragons, or against Swarms. The Creature-killer requires two hands to use, but as Throt has three hands, he may still use the weapon and his hand weapon or whip to gain one extra Attack. This gives him four Attacks with the Creature-killer and one normal Attack which does not have the Killing Blow ability.

Warpstone Charm: This item allows Throt to re-roll any single dice roll once during the game.



THROT THE UNCLEAN

Throt is one of the most powerful Master Mutators within Clan Moulder. He can be taken as a Lord choice in any Skaven army. In addition, Throt also uses up a Hero choice. He must be used exactly as presented here and may not be given any additional equipment or magic items.

	M	WS	BS	S	T	W	I	A	Ld
Bagrian	4	4	3	4	4	3	4	2	8

Cost: 370 points.

Weapons: Staff (hand weapon).

Armour: None.

SPECIAL RULES

Arch-Priest of Taal: Bagrian is a Level 4 Wizard. He always uses spells from the Lore of Beasts.

MAGIC ITEMS

Staff of the Owl: This oaken tool of magic channels the forces of nature and infuses new strength into the bearer's spells. The staff confers upon Bagrian +1 to the total rolled to cast spells.

Amber periapt: The bearer of this statuette, which represents the god of nature himself, is surrounded by a golden halo that protects and refreshes him as long as his faith remains true.

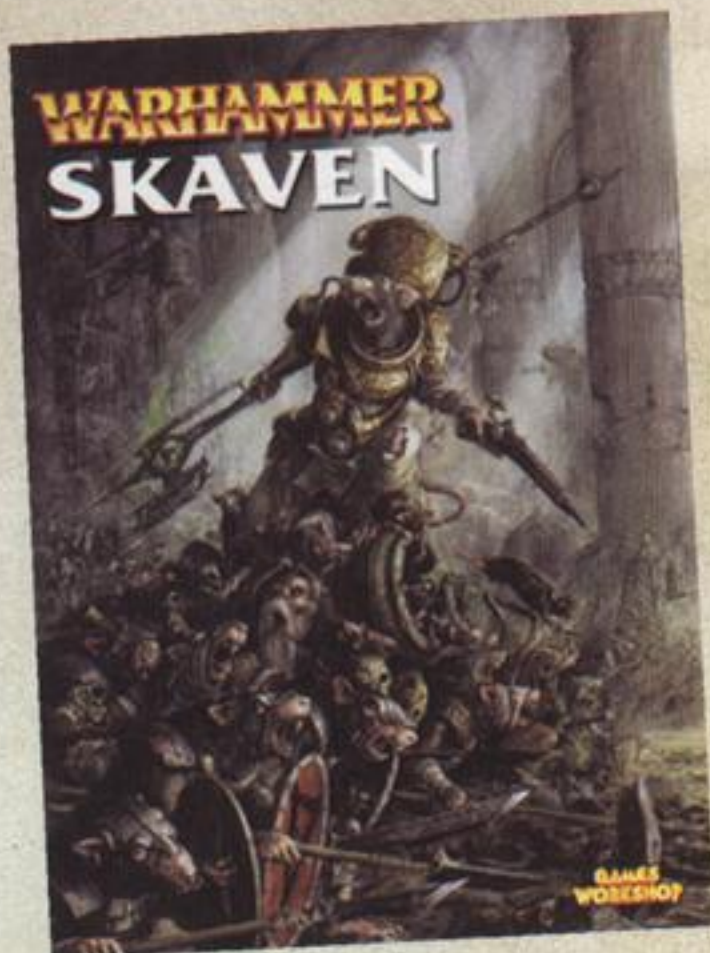
The periapt confers a 4+ Ward save on Bagrian. In addition, once per battle, Bagrian can recover all the Wounds he has lost up to that moment (though he needs to be alive to use the periapt's power!).

Parchment of Bark: The lore of Taal is recorded on sheets of bark ritually taken from the holiest of birches. The Parchment counts as a Dispel Scroll.

BAGRIAN, ABBOT OF LA MAISON TAAL

Bagrian is a unique character. Under the superficial appearance of an old, learned scholar, he hides the great powers of an incarnation of the wildest forces of nature. His obsession with fighting against all forces that can upset the balance of nature has recently led him to the capture of one of the vile Skaven artifacts known as the Black Ares of the Horned One. Now he and his monks will pay the price for such a daring act. Bagrian can be taken as a Lord choice in a Bretonnian army. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

An Empire Wizard would be an ideal miniature to represent Bagrian in your battles.



Skaven Warriors Regiment



Skaven Rat Ogres



Skaven Warlord



Skaven Grey Seer



Skaven Night Runners Regiment



Warp-Lightning Cannon



Skaven Giant Rats

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This section contains our definitive list of questions and answers, rules corrections, updates and clarifications. These are official and replace any previously published errata, frequently asked questions and the like. As with all the articles in Warhammer Chronicles, it is worthwhile taking time to read over them again because subtle changes may have been made in comparison to previous versions. The clarifications and corrections have been laid out to match the diagrams and paragraphs they replace, so feel free to photocopy these pages and stick the updated rules into your rulebooks.

QUESTIONS & ANSWERS



QUESTIONS & ANSWERS

Rules Clarifications & Questions Answered

MOVEMENT

Q. Can a unit redirect a charge against an enemy unit that it could have originally charged?

A. No. You can only redirect a charge against a unit if you could not have declared a charge against them normally, but can now do so due to the enemy fleeing.

Q. If a character joins a war machine and has a missile weapon, could he stand & fire with that weapon?

A. Unless specifically acting as crew (ie, an Engineer who used his ability the previous turn) a character who joins a war machine unit is not considered crew and so may stand & shoot.

Q. Who strikes first when two units are charging? For example, if when you pursue into fresh combat and then in the enemy's turn the pursuing unit is charged.

A. They strike in charging order (see page 16 of the Warhammer Annual 2002 for a fuller explanation)

SHOOTING

Q. A throwing axe has two different ranges listed. I assume that 6" is correct (from pages 93 & 94 of the Warhammer rulebook) rather than 4" (from page 58).

A. Yes, 6" is correct.

Q. Can models behind the first rank see large targets and shoot at them?

A. Yes they can.

WHEN IS CAVALRY NOT CAVALRY?

The rule that models on a 25 mm x 50 mm base are classed as cavalry has thrown up some points regarding beasts such as Chaos Hounds and Dire Wolves, and creatures like Bull Centaurs. To clarify this:

All models on a 25 mm x 50 mm base have a Unit Strength of 2.

Models on a 25 mm x 50 mm base which consist of a rider on a steed with a single Wound are classed as cavalry and follow all of the rules as such.

Models on a 25 mm x 50 mm base which do not consist of a separate rider and steed are classed as cavalry with the following exceptions:

They do not gain a +1 Armour save.

They use the weapon rules as if they were foot models (so may use two hand weapons, or may gain a +1 Armour save for using both a hand weapon and shield, for example).

CLOSE COMBAT

Q. If the Initiative value is equal between the two models and the roll off is also a tie, do you actually strike simultaneously?

A. No, roll off until you have a winner.

Q. Can a unit lap around to its flank?

A. Yes, as long as there are unengaged models in its rear rank.

PSYCHOLOGY

Q. Concerning the Fear test, what if your Unit Strength is equal to the enemy's when you fail the test?

A. Change 'higher' to 'equal to or higher' in the section on being charged by a fear-causing enemy.

Q. If charged by more than one fear-causing unit, do you test once per unit, or once only and add up the total number of charging models?

A. Test once per unit, as each is found to be in range.

Q. If a unit has only one model left in the turn that it is destroyed in combat, does a friendly unit nearby have to make a Panic test (ie, does the last model remaining in the unit count as being a single model)?

A. This is determined at the start of each phase – if it's a single model at that point, then its destruction won't cause panic.

Q. Concerning panic from flank and rear charges, the rules say that you use the Unit Strength (five or more) to require the check, but then say at the end that no test is required if the charging unit numbers less than five models.

A. Delete the last sentence. Unit Strength 5 is the only requirement needed to determine whether a test is required.

CHARACTERS

Q. If a character is in a unit with only one rank, can he refuse a challenge, as there are no rear ranks for him to be moved to?

A. If there is space in the single rank for him to be positioned where he cannot fight, he may refuse the challenge. If the entire rank is engaged, he cannot avoid the challenge, just as if he were on his own (the challenger hunts him down like the cowardly dog he is!).

Q. Can Champions be moved into a fighting position in the same way as a character can, as described on p.97 of the Warhammer rulebook (Moving Characters Within Engaged Units)?

A. No, they cannot. Champions remain part of the command group at the centre of the front rank of their unit.

Q. If two characters are with a unit that captures an enemy standard, what happens to the captured banner if they are the only survivors?

A. They still have it (and still count as a unit of two models). If they decide to split up then you can choose which of the characters retains the captured standard.

Q. Do Champions count as rank and file in counting the five models for the 'Look Out, Sir!' and/or the 'Shooting at Independent Characters' rules?

A. Except where noted, a Champion is treated as a rank and file model.

MONSTERS

Q. When a template weapon hits dead on a rider of a large monster (or chariot) does the 'big bit' for being directly under the hole of the template affect them both, or just the character?

A. It only affects the character.

Q. Can you use breath weapons when a unit march moves?

A. No.

SPECIAL RULES

Q. Regeneration – can a model slain by another model with the Killing Blow ability that rolls a 6 on its roll to wound regenerate?

A. You cannot regenerate a wound caused by a Killing Blow. Note that for the purpose of combat resolution, use the remaining wounds of a model slain by Killing Blow.

WAR MACHINES

Q. Do destroyed war machines cause Panic tests?

A. Yes

Q. Can I move over a war machine if there is no crew? Is the war machine considered an obstacle or is it treated as if it was not there?

A. An abandoned war machine has no effect on movement.

Q. Can a victorious war machine crew pursue a broken enemy?

A. They cannot voluntarily abandon their machine except to crew another, and so must test to restrain pursuit.

MAGIC

Q. In the battle report in White Dwarf 255, the stated tactic of Space McQuirk's Orcs was to use Mork Save Uz to generate re-rolls that would then allow them to re-roll bad casting dice to prevent a Miscast, and once even helped generate an Irresistible Force. But in the Magic section of the Warhammer book, it states that re-rolls cannot be used to prevent Miscasts or to generate Irresistible Force.

A. Unless specifically stated in the item/spell description, a re-roll will not ignore a Miscast nor cause Irresistible Force – Space got it wrong, basically.

Q. For the Bane of Forged Steel spell it says that an affected unit would now be considered to be using hand weapons. Does this improve the Armour save of a unit with shields, and what is the effect, if any, on a unit already equipped with hand weapons?

A. They have a hand weapon so all rules that apply to hand weapons count. It has no effect on units with hand weapons only.

Q. If a Wizard mounted on something (monster, chariot, Screaming Bell, etc) Miscasts and is blown D6", what happens?

A. The model does not move and counts as if it had been knocked into another model. If it is on a normal steed (not a monster) it gets blown about as normal.

Q. Can Irresistible Force ever be dispelled? The rules say no Dispel roll may be attempted, and certain items, such as Dispel Scrolls, mention Irresistible Force. However, other items, like the High Elf Sigil of Asuryan, make no mention of it?

A. Unless specifically written in the description of an item or ability, Irresistible Force can never be dispelled. Note that some items, such as Sizzla's Shiny Baubles, may have an effect on Irresistible Force, but these are generally not normal dispels.

Q. The rules for the Comet of Casandora state that it remains in play, but the standard statement "stays in play until Wizards wants to cancel it, or he dies" is not included. Is it so powerful that it must actively be dispelled to stop it, and survives even if the caster dies?

A. Once the comet is on its way, that's your lot – you can jump up and down on the wizard all you like, it ain't gonna stop fifty tons of star iron slapping into the battlefield. You can attempt to dispel it in subsequent turns as usual.

Q. Looking at the Rain Lord spell, am I correct in thinking that you always needs to roll 4+ every turn to shoot, and cannot remove the effect of the spell in the normal way.

A. That's exactly how it works – once you're wet, you stay wet.

Q. It says that you can't shoot or fight and can't do any other movement in the Movement phase on the turn you rally, but via magic you could relocate the unit into contact with the enemy. If so, would they fight in the Close Combat phase?

A. They would fight as any other unit.

MAGIC ITEMS

Q. How do you work out close combat attacks that do multiple wounds against units of creatures with multiple Wounds (such as Trolls, Ogres or Fellbats)?

A. When fighting rank and file troops with more than one Wound, use the same procedure you would for normal troops. Roll to hit, roll to wound, make saves. After this, roll for each wounding hit to see how many actual wounds are inflicted by the weapon. The maximum number of wounds per hit is the number of Wounds the enemy models have. For example, if you have a magic sword that does D3 wounds and are fighting Fellbats (which have 2 Wounds each), you would have to count results of 3 as 2 wounds inflicted. Once the total number of wounds have been rolled, add them all up and remove whole models as normal. To continue the previous example, if you did 1, 2 and 2 wounds from three hits, this is 5 wounds and so you remove two Fellbats and one Fellbat has a single wound remaining.

Q. The rules for magic items state that a character with a magic item can't use other close combat weapons. What is the affect of the Law of Gold once a magic weapon cannot be used?

A. Characters come equipped with a hand weapon, so they'll have to use that instead.

Q. Can you use a Dispel Scroll to dispel a spell cast in a previous turn and has remained in play?

A. No. It says in the description of the item that it needs to be used "as soon as a spell has been cast." If the spell was cast in the previous turn, this won't be the case.

Q. Does a character have to have the option of a mundane version of a magic item (like a shield) in his army list entry in order to take a magical version?

A. A character who may not take normal armour (ie, has no option for normal armour in his army list entry) may not wear magic armour. A Battle Standard Bearer who can't have a normal shield can't take a magical shield. Similarly, a Battle Standard Bearer is not allowed to take magical weapons that require two hands. However, note that these last two are specific restrictions for Battle Standard Bearers – a character who does not normally have the option for a great weapon could still take a magic weapon that requires two hands to use, for example. The same goes for ranged magic weapons – you don't necessarily need a mundane missile weapon option to take one. Only Wizards can take Arcane items. Some characters (such as Slann Mage-Priests, or Dwarf Daemon Slayers) may have additional restrictions or allowances.

Q. Can magic weapons and armour be combined with mundane weapons and shields and still receive a bonus Armour save in close combat?

A. No, magic weapons and shields don't grant the bonus Armour save, in any combination.

Q. Can a unit of Knights led by a Grand Master (making them Immune to Psychology) carry and get the benefit of having the Banner of Sigismund (making them stubborn)?

A. There is no magic versus mundane trump anymore. In the example you give, the banner would have no effect – Immune to Psychology is Immune to Psychology. If it were otherwise, you'd get situations where a player could say "My Dread Banner is a magical fear and so therefore overrules your mundane immunity," which of course is not the case.



Q. How does the Dark Elf Talisman, the Ring of Hotek (Wizards within 6" Miscast on a double), work with the High Elf Arcane item, the Book of Hoeth (Mage's spells are cast with Irresistible Force on doubles)?

A. Any doubles rolled will be cast with Irresistible Force and then the Miscast occurs, as described for normal Irresistible Force in the rules for the Ring of Hotek.

CHARACTERS IN UNITS

We've had a few questions concerning whether a character's mount affects which units they can join, and what effect it has on things like ranks and targeting. So, to clarify:

- Unless otherwise forbidden by the rules, a character can always join a unit, regardless of their mount.
- A unit always moves at the speed of its slowest model, so if a character on foot joins a cavalry unit, they would move at the character's Movement rate.
- A character only gains 'Look out, Sir!' if part of a unit of 'similar sized models' (Warhammer, page 100). The same applies to targeting characters within 5" of a unit. This does not change, whether they are actually within the unit or not. So a character on a horse can still be picked out if he joins a unit of infantry, for example. For these purposes, a character on a monster base (40mm or larger) counts as being bigger than normal cavalry.
- A character in a chariot cannot join a unit unless it is a chariot unit, and only a character in a chariot may join with another chariot or chariot unit.
- A character takes up the space of an equivalent number of rank and file models as their base fills. For example, a cavalry model would take up one space in the first rank and one space in the second rank of an infantry unit. These ranks still count as complete if four 'spaces' wide or more, whether that space is filled with a rank and file model or a character. See the diagrams opposite for examples.



The mounted Empire Battle Standard Bearer within this unit of Greatswords gives the unit two complete extra ranks.



Archaon also counts as giving this unit of Knights of Chaos an extra full rank.



However, this unit of Phoenix Guard which has been joined by Tyrion has no rank bonus.

ORC & GOBLIN ARMIES BOOK

Q. If a Night Goblin Fanatic hits a ridden monster, who are the hits worked out against: the rider or the monster?

A. Fanatic hits should be randomised in the same way as shooting.

Q. Hand of Gork – it says it can move any Orc or Goblin unit of any type. Does this mean any unit in the army (Trolls, Giants, etc), or does it mean just Orc/Goblin units (units of that race, including Snotlings)?

A. The spell affects any Greenskin units – Orcs of all types, Goblins of all types, Snotlings, but not Trolls, Giants or Dogs of War which are not Orcs or Goblins. This does include chariots and pump wagons. The same is true of the Waaagh! spell.

DWARFS

Q. It has been brought to our attention that Dwarf handguns are not listed as 'move or fire' weapons. Is this correct?

A. It is correct, Dwarf handguns may move and fire.

VAMPIRE COUNTS

Q. Are Undead immune to poison, since it does not say this anywhere?

A. Undead are no longer immune to poison. The reference to unliving targets in the poison description means chariots, war engines, buildings, and such like.

Q. Can a Banshee shout into close combat she isn't participating in?

A. She can target any one unit in range; no exceptions are listed.

Q. Do ethereal units suffer from attacking over a defended obstacle?

A. They only ignore movement penalties, that's all. This includes marching in difficult terrain.

DARK ELVES

Q. If you are wounded by Black Lotus poison, do you lose 2 Wounds in total (one from the wound, and one from reducing all characteristics by 1)?

A. You only lose one Wound.

UNIT STRENGTH AND SINGLE MODEL'S MOVEMENT.

The Warhammer rulebook and a series of articles in White Dwarf have tried to clarify different Unit Strengths and the many subtle ways in which different single models relate to the Movement rules when they are moving on their own. Where models are ranked into units, they follow the normal rules for unit movement given in the Warhammer rulebook, except for

skirmishers and fast cavalry which follow the rules detailed in their own sections.

The following chart and the notes below are the Warhammer team's last and final decision on such matters. They officially replace everything else that has been said on it and, we hope, will settle all discussions and become a most useful gaming aid.

MODEL TYPE	MOVEMENT	UNIT STR.
Roughly man-sized. Square 20/25 mm base. On foot.	As skirmishers	1
Up to & including Ogre-sized.* Square 40/50 mm base. On foot.	As monsters	3
Monster (larger than Ogre-sized).** Any base/no base.	As monsters	Starting Wounds
Cavalry*** 25 x 50 mm base.	As monsters	2
Chariots.	As monsters (no marching)	4
Ridden monsters/chariots.	As monsters/chariots	As monster/ chariot + 1

Move as Monsters: No need to turn or wheel – can pivot on the spot with no penalty but behave like units in all other respects (90° arc of sight, pay penalties for difficult terrain/obstacles, cannot march if within 8" of enemies at the beginning of the turn and may not turn if charged in the flanks or rear).

Move as Skirmishers: No need to turn or wheel, can pivot on the spot with no penalty, 360° arc of sight for charges, etc, no penalties for difficult terrain/obstacles, can march even if within 8" of enemies at the beginning of the turn, will line up to formed units charging them and not vice versa, & don't have front/flanks/rear until engaged in close combat.

Units of Flyers: Always count as skirmishers and always have a Unit Strength of 1 per model, regardless of size, wounds, etc. Can't fly in woods even if they move as skirmishers.

Single flying models follow the rules for their type in the chart.

War Machines: Have a Unit Strength equal to the number of crew left. Move as skirmishers, with the exceptions noted in their rules.

* Includes Swarms, Chaos Spawn, etc.

** Includes Pegasi, Stegadon, Giants, etc.

*** Includes Flesh Hounds, Dire Wolves, Chaos Hounds, etc.

Q. How does the ability Hand of Khaine affect Giants and other models with special attacks?

A. Hand of Khaine reduces a model's Attacks characteristic by -1. If the model attacks some other way, as Giants or Fanatics do, it has no effect.

Q. How do you work out the combined effects of Dark Venom (Poisoned Attacks) and Touch of Death (Killing Blow)?

A. Poisoned hits (ie, 6s rolled to hit) have no chance of causing a Killing Blow as no roll to wound is made.

Q. For the Dark Elf War Hydra, which head breathes fire?

A. A Hydra has one breath attack, so choose which head breathes fire.

SKAVEN

Q. Life is Cheap rule: On a result of 1-3 the bit is resolved against one randomly determined unit among those in close combat with the target, and on a result of 4-6 the bit is resolved against the intended target.

Does the random roll after the 1-3 result also include the originally intended target thus giving a 75% chance to hit it?

A. No. The target unit is not 'among those in combat with the target', it IS the target!

Q. Do Rat Swarms have a Unit Strength of 3 per base or 5?

A. Unit Strength 3.

Q. Can Skaven weapon teams stand & fire at regiments that charge their parent units?

A. No.

Q. If a weapon team's parent unit flees, does the weapon team flee as well?

A. No (unless it panics, of course).

Q. Does the Cavalry Base special rule mean that weapons teams can be targeted by shooting even when within 5" of a unit because they are on a larger base?

A. No. It says on page 26 "...they cannot be singled out as targets by enemy shooters because they are the same size as the other Skaven around them."

Q. Can you buy a Warpstone Token for a Plague Priest with the Liber Bubonicus?

A. Yes – with the Liber Bubonicus, he becomes a Wizard (and so can use items from the Arcane Items list).

Q. Do you roll for the Storm Banner to burn out every player turn (I trigger it at the beginning of my turn, then roll to see if it burns out at the beginning of your next turn, then my next, etc), or just on each of my turns? I note that in the Skaven battle report on the GW website, it appears as if it is the latter option.

A. It is rolled every player's turn.

Q. It states in the book that some Skaven units are treated exactly like cavalry. Does that mean that the Screaming Bell can affect them as it does cavalry? Does it mean that spells which affect cavalry units affect these Skaven units in the same way?

A. No. They are not affected by spells that affect cavalry because these spells generally speak of targeting the mounts (ie, scaring horses).

Q. Can a hidden Assassin try to activate the Bands of Power?

A. No. He cannot do anything until he is revealed.

Q. Are you really allowed to have the same model as your General and your Battle Standard Bearer?

MONSTERS & HANDLERS

There have been several questions regarding how the rules for mixed units of monsters and handlers work (Lizardmen Salamanders and Dark Elf War Hydras, for example) so here are some clarifications:

- These units do not count as skirmishers, though the models are not ranked up.
- When determining what the unit can charge, or for the purposes of flank/rear charges by enemy units, use 90° arcs centred on the monster itself.
- When the unit is in close combat, it forms up following the rules for skirmishers – ie, those in range get into base-to-base contact, those out of range form up behind.
- The models in the unit move at their own Movement value as long as they remain within 1" of each other.

Also note that any character allowed to join the unit counts as 'riding' the monster for the purposes of any special rules they may have. For example, if a Dark Elf Beastmaster joins a War Hydra unit, then it does get to ignore Monster Reaction tests if all the 'crew' are wiped out.

A. No, the usual paragraph preventing this was omitted by mistake.

Q: If you die from using a Warpstone Token but successfully cast the spell, would the effects of the spell still go off?

A: Best thing to do would be to roll a dice for it. Sometimes a spell is cast, sometimes not...

Q: Would the Umbranner's Ward save kick in against a Bolt Thrower after it has successfully gone through two ranks (down to Strength 4)?

A: Yes.

Q: If a Bolt Thrower killed a Grey Seer on a Screaming Bell, or destroyed the Screaming Bell, would the bolt continue through the ranks of Clanrats?

A: No, as the shooter could choose to aim at the unit OR the large target (the Screaming Bell and the Grey Seer). The Screaming Bell and the Clanrats are two separate targets (though a Cannon could hit both).

Q: If your Grey Seer riding the Screaming Bell is killed, is there any reason why the striker can't continue to ring the bell?

A: No, the striker can continue to hit the bell.

Q: Can a Grey Seer on a Screaming Bell use a Warpstone Charm to re-roll the roll for ringing the Screaming Bell?

A: No. It is not directly affecting the Grey Seer – he is not the one ringing the bell!

Q: If, say, a unit of Jezzails causes a Panic test on itself – where does it run to?

A: Towards the nearest table edge.

Q: Can the Tenebrous Cloak protect against rolling a 1 with the Warp Lightning spell?

A: Yes.

Q: Does Skitterleap count as movement for the purposes of shooting?

A: Being sensible, yes.



Q: Does an Undead General have to test under a result of 13 on the Screaming Bell chart?

A: Yes, if he is on his own.

HORDES OF CHAOS

Q: What happens if a unit of Tzeentch Screammers makes a slashing attack on a unit that does automatic hits, like a Night Goblin Fanatic?

A: Both units inflict and take damage. In the example of the Fanatic, the Screammers take D6 S5 hits and simultaneously each do a S3 hit on the Fanatic.

BRETONNIANS

Q: Do models which have the Knight's Virtue (are Immune to Panic caused by units that are not Knights) have to take a Panic test from shooting. Is 'Knight' here referring only to friendly Knights?

A: Yes. It means that fleeing Commoner units will not cause them to take a Panic test. This also applies to units of Commoners who are destroyed or break from combat.

STEAM TANK

Q: What effect does an Earthshaker Cannon have on a Steam Tank?

A: It will move at half normal rate, and must first roll a 4+ before each weapon.

Q: Do Pikemen get +1 Strength when charged by a Steam Tank?

A: Yes, they do.

Q: Does the use of a Steam Tank have to be agreed upon by both players?

A: No.

Q: Are the Trainee Engineers on a fighting platform vulnerable to poison?

A: Any poisoned missile attacks that hit by rolling a 6 need to be randomised separately. If they are randomised against the crew they wound them automatically, but if they are randomised against the Steam Tank they still need to roll to damage with their Strength. In close combat there is no problem since the enemy can attack either the Steam Tank or the Engineers.

Q: Would firing from a bill down at the Steam Tank count as an above hit or is this just for attacks that lob their shot?

A: The 'hit from above' rule is limited to war machine attacks like mortars, stone throwers etc, (ie, those that use the Scatter dice) and spells such as the Comet of Casandora, Forked Lightning, etc. It does not apply to normal missile fire, magic missiles, cannons and other machines that do not use the Scatter dice, or any close combat attacks (even by Giants...).

Q: Can a model 'rebound' wounds onto a Steam Tank (the Black Amulet for example)?

A: No – see the correction to the Steam Tank rules on page 139.

Q: If the Steam Tank is charging and its intended target flees, can it redirect the charge?

A: Of course, if the new target has been revealed by the first one fleeing (ie, if the Tank would not have been able to charge it before the flight of the original target).

Q: What about the Toughness of the Steam Tank? Several things use the opponent's Toughness to decide the Strength of the attack (for example, the Rune of Might, Dwarf Slayers, the Sword of Heroes).

A: They don't give any advantage to models fighting the Steam Tank as it has no Toughness value. This applies to any attack which uses a characteristic of the Tank (except Initiative, as noted in the rules).

Q: How does a Helblaster shot work against the Steam Tank? Do you count the total number of hits and roll separately for each one with Strength 5 (or 4), or do you consider one Artillery dice as one hit and the number it rolled as a wound modifier?

A: The first solution is correct. The same applies to other multiple shot weapons, like repeater weapons.

ROOLZ BOYZ CONTACT LIST

If you have any rules queries not covered in this section, get in touch with our Roolz Boyz at the Mail Order contacts listed below, so we can include them in future publications.

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ERRATA

The corrections printed here are designed to replace the relevant section in the first impression of the Warhammer rulebook and the relevant Armies books. You have permission to photocopy these pages so you can cut out the corrections and paste them directly into your books. This will save you from having to cross-reference between this book and the other publications.

WARHAMMER RULEBOOK

Page 71 (RESULTS) – replace first two paragraphs with:

RESULTS

For each separate combat you must determine which side has won. Do this once all the units engaged in the combat have fought. Obviously if one side is completely wiped out, the other side as won with no need for a Break test.

Begin by adding up all the wounds caused by each side in the combat. It doesn't matter which particular units suffered the wounds, just add them all up. Don't forget to add the wounds taken by big creatures that haven't been removed as casualties. Do NOT count wounds saved by Armour or Ward saves.

Page 81 (1. IF CHARGED BY A FEAR-CAUSING ENEMY) – replace 3rd paragraph with:

If the unit fails its test but its Unit Strength is equal to or higher than the charging enemy's, it will fight on as normal but must roll 6s to score hits in the first turn of close combat.

Page 91 (HAND WEAPON rules) – replace 1st paragraph with:

HAND WEAPON (Sword, axe, etc)

Unless specifically noted otherwise, all models are assumed to be carrying a hand weapon of some kind.

The term 'hand weapon' is used to describe any weapon held in one hand and not otherwise covered by the rules. As such it includes swords, axes, clubs, maces, etc.

Page 95 (INDEPENDENT CHARACTERS JOINING UNITS) – replace 1st paragraph with:

Independent characters can move and fight on their own. In effect, a character counts as an individual unit comprising of only one model. However, during the course of a battle, a character is allowed to join a friendly unit of ordinary troops, in which case he becomes part of that unit until he decides to leave it.

Page 109 (CHAMPIONS) – replace 2nd paragraph with:

Although they can be powerful in combat, Champions are not characters but members of their regiment and always fight as part of it, moving, attacking, fleeing and pursuing alongside the unit as a whole. If the unit has any special rules which apply to it, such as being *stubborn* or subject to *frenzy*, then these also apply to the Champion. Unlike characters, a Champion is not permitted to move and fight on his own, and can never leave his unit or join another one. They are effectively another model in the unit, the only difference being that they are blessed with enhanced characteristics.

Page 116 (CLOSE COMBAT rules) – replace 4th paragraph with:

If the skirmishers are charged, the enemy is brought into base contact with the closest skirmisher and then the enemy unit is halted. The enemy is not aligned against the skirmishing model. The skirmishers form up as explained above and the enemy will proceed with further charges. Charging enemy models attack first in the ensuing Close Combat phase as normal.

Page 116 – replace CHARACTERS paragraph with:

A roughly man-sized character on foot can join a skirmishing unit. No other characters (mounted, riding in chariots, etc) can join skirmishing units.

Page 117 (FORMATION & MOVEMENT) – replace FREE REFORM paragraph with:

FREE REFORM

Unless it charges, the fast cavalry unit can reform as many times as you wish during its Movement phase without incurring any penalties to its Move distance. See the rules for reforming (p.49). Note that no model in the fast cavalry unit can move more than its maximum Move distance despite the free reform.

Page 117 (SHOOTING AND MOVING) – replace entire paragraph with:

SHOOTING AND MOVING

Fast cavalry armed with missile weapons are expert at shooting from horseback (or wolfback!) and can therefore shoot even when marching or reforming. The normal -1 penalty for moving applies.

Page 118 (SHOOTING AT WAR MACHINES) – replace second paragraph with:

When shooting at a war machine, it is treated exactly as any normal unit with regards to modifiers to hit. A war machine and its crew don't count as skirmishing, and so don't benefit from the -1 to hit penalty. Some war machines may be classed as large targets (this will be noted in the war machine's specific rules).

Page 119 (ATTACKING A MACHINE) – Replace both paragraphs with:

A war machine cannot be attacked in close combat while it still has crew. A war machine that has had its crew wiped out or broken in close combat is assumed to be spiked or otherwise disabled by the attackers, on the condition that they don't pursue or overrun.

If a war machine is already abandoned when charged, it is destroyed, but no combat results are worked out, no Panic tests required, no overrun can be made, etc.

Page 122 (CANNONS) 1st column – replace 2nd paragraph with:

Cannons are fired in the Shooting phase. To fire a cannon, it must first be turned on the spot so it points in the direction of the target which must be within line of sight but otherwise is not limited by targeting restrictions. Then the player must declare how far the cannon is going to shoot – eg, 24", 30", 32", etc.

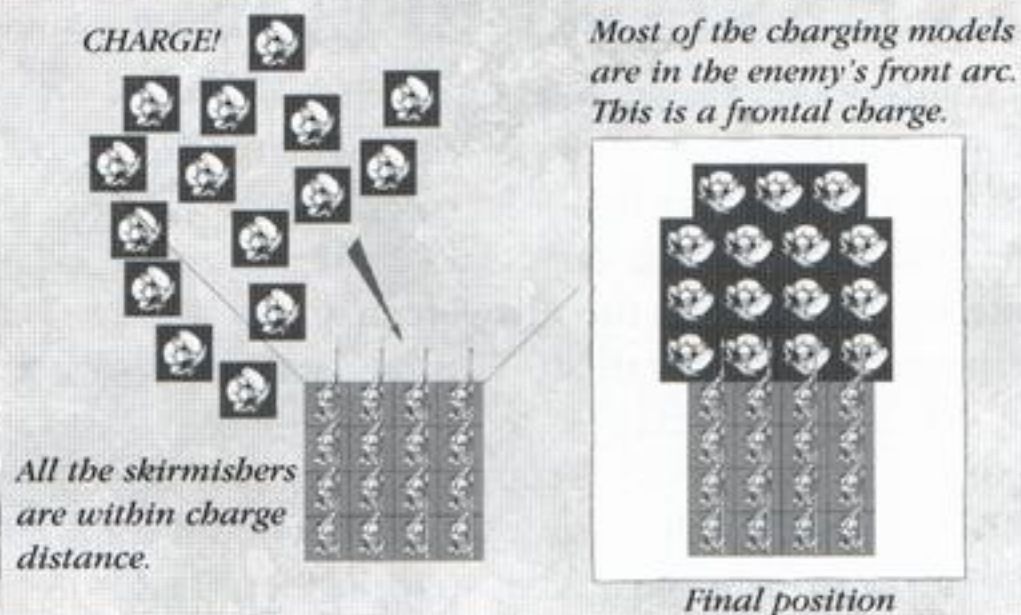
Page 122 (GRAPESHOT) – Replace paragraph with:

GRAPESHOT

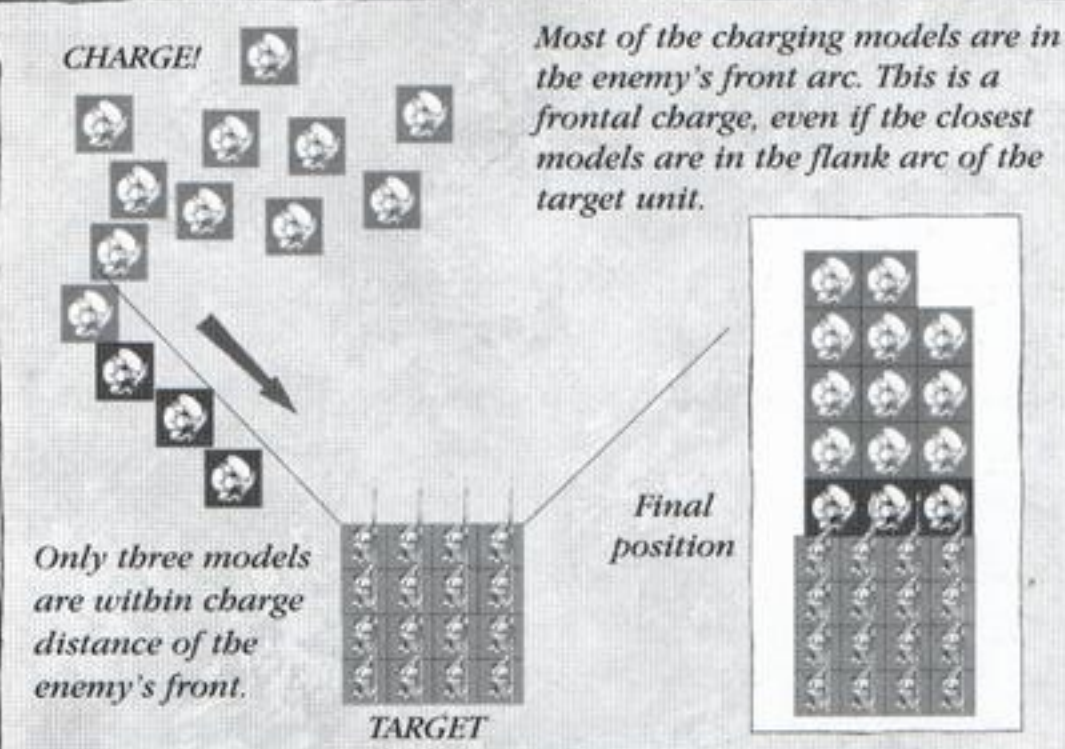
Instead of firing a normal shot, cannon crew can opt to fire grapeshot instead. Normal targeting rules apply. Grapeshot has a range of 8". If in range, the target suffers a number of hits equal to the roll of an Artillery dice, resolved at Strength 4, with a -2 Armour save modifier. Misfires may occur as described below.

These diagrams replace those on page 116 of the rulebook. You may photocopy them so you can cut out and paste the diagrams in the relevant position.

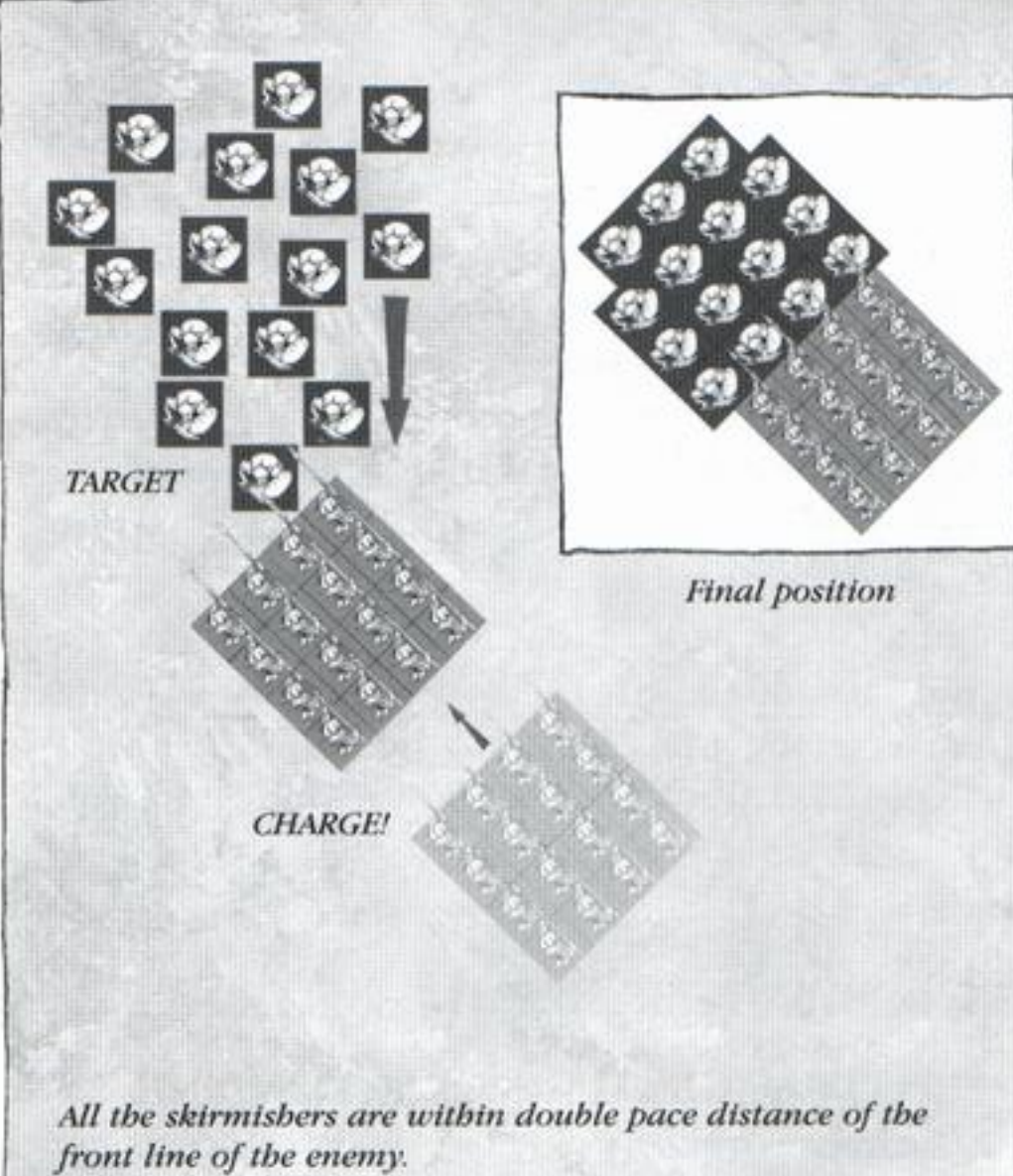
Skirmishers charging (a)



Skirmishers charging (b)



Enemy charging skirmishers



Page 135 (CASTING SPELLS) – replace both paragraphs with:

CASTING SPELLS

In a player's Magic phase, which follows the Movement phase, each of his Wizards can attempt to cast each of his spells only once. Spell casting is determined by rolling dice, and the number of dice available to roll limits the number of spells that can be attempted. Fleeing or dead Wizards, or those with any type of armour (except a barded steed), cannot attempt to cast spells. Wizards cannot cast spells at units in close combat, unless the spell only affects themselves or otherwise says so in its description.

Page 144 (WALL OF FIRE) – replace 1st 2nd & 3rd paragraphs with:

WALL OF FIRE

Remains in Play

Cast on 12+

This spell has a range of 24" and can be cast on an enemy unit visible to the caster which has no models (friend or foe) within 1" of its front rank (walls, hedges and other scenic features don't matter). The spell cannot be cast on units with a 360° line of sight.

A searing wall of flame suddenly rises in front of the unit. To represent this take some cotton wool or paper and place this in a line up to 1" thick in front of the unit.

The unit suffers 1 automatic hit for each model (including characters) in its front rank. Each hit is resolved with a Strength of 4.

Page 145 – replace BANE OF FORGED STEEL paragraph with:

BANE OF FORGED STEEL

Cast on 11+

This spell has a range of 12" and can be cast on an enemy unit which is visible to the caster. If successfully cast, the enemy's weapons begin to crumble and rust away. No weapon bonuses or penalties apply to the affected unit for the remainder of the battle. For example, a unit wielding Great Swords will not get their +2 Strength bonus in combat for the rest of the battle, but will now not have to strike last. A unit with missile weapons may not shoot for the duration of the entire battle. Affected units are assumed to use their fist/claws, etc, and so cannot benefit from the rules for using two hand weapons or a hand weapon and shield. War machines and magic weapons cannot be affected by the Bane of Forged Steel – only ordinary weaponry carried by troops.

Page 253 (DAMAGE CHARTS) – Replace '2D6 Effect' at the top of the charts with 'Damage/Effect':

Damage/Effect | Damage/Effect | Damage/Effect | Damage/Effect

Page 146 (STEED OF SHADOWS) – replace first paragraph with:

STEED OF SHADOWS **Cast on 4+**

This spell may be cast upon the Wizard himself or any single friendly independent character model within 12" of him – the spell can only be cast on a model with a Unit Strength of 1 (it won't work on a mounted model or a model riding in a chariot, for example).

Page 154 – replace DISPEL SCROLL paragraph with:

DISPEL SCROLL **25 Points (Arcane)**

A Dispel Scroll is inscribed with a powerful anti-magical invocation. When it is read out by a Wizard, the effect is to drain away magical power and weaken a spell that has been cast. As soon as a spell has been cast, any Wizard who has a Dispel Scroll can read it. This automatically dispels the cast spell, no dice roll is required.

Reading a Dispel Scroll will bring any spell cast by the Wizard reading it to an end. To put it another way, a Wizard who has a spell in play will automatically cancel it by reading a Dispel Scroll.

As with all scrolls, Dispel Scrolls are not unique items – they are prepared by a Wizard prior to battle and it is quite possible for several Wizards to carry Dispel Scrolls, and for a Wizard to carry more than one. However, only one can be used at a time.

Note that a Dispel Scroll will not help if the spell has been cast with Irresistible Force. Any spell that is successfully cast with two or more 6s is Irresistible and no Dispel roll is permitted.

Page 197 – replace SCENARIO CHART with:

Scenario chart

D6	SCENARIO
1-2	Pitched Battle
3	Breakthrough
4	Meeting Engagement
5	Flank Attack
6	Capture

Page 239 – replace SELECTING TROOPS chart with:

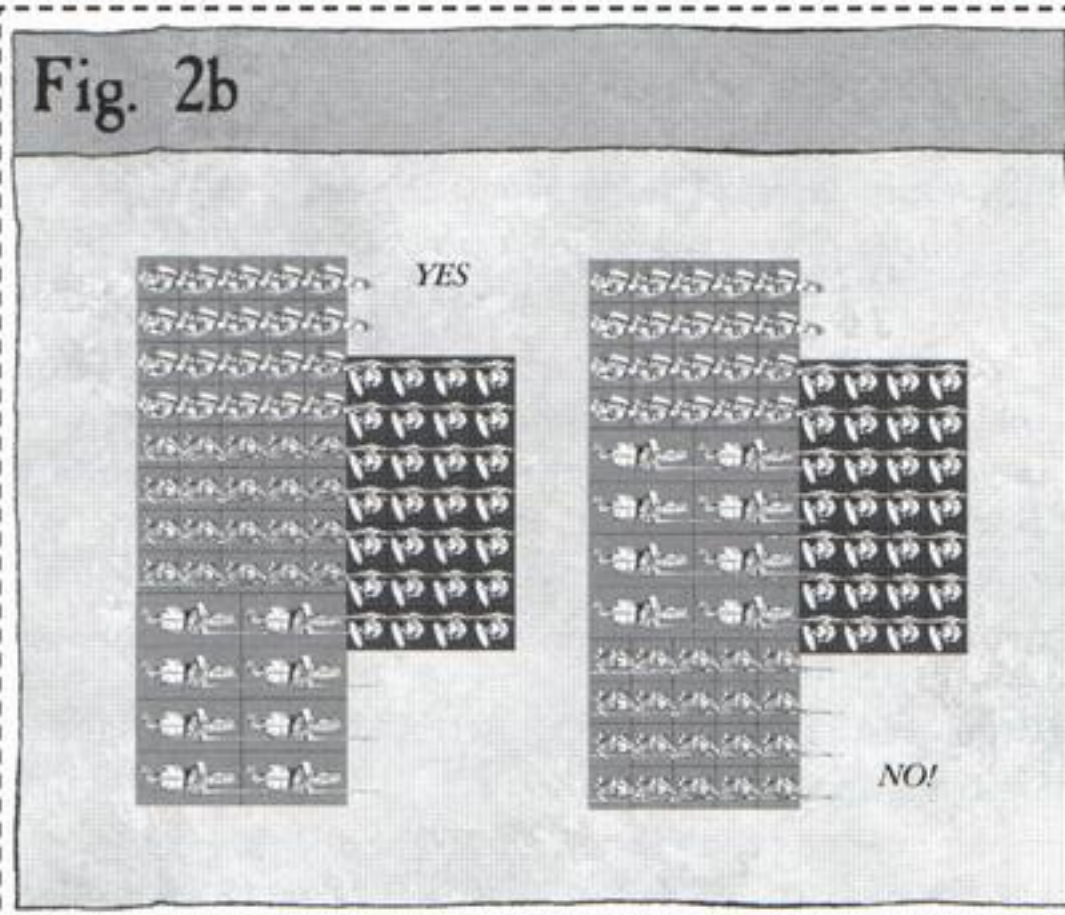
Army Value	UNITS		
	Core	Special	Rare
Less than 2,000	2+	0-3	0-1
2,000 or more	3+	0-4	0-2
3,000 or more	4+	0-5	0-3
4,000 or more	5+	0-6	0-4
Each +1,000	+1	+0-1	+0-1

Page 208 (DEPLOYMENT)
2nd column – replace
5th paragraph with:

Victory conditions: The army with the unit closest to the objective at the end of the battle wins. Fleeing units, monsters and characters can't capture the objective. If both players have a unit equidistant from the objective, one player wins if their unit is worth more than double the points value of the closest enemy unit to the objective. Otherwise it is a draw.

Page 268 – replace
fig. 2b, fig. 3 & fig. 5
with the new figures
provided here:

Fig. 2b



Page 269 (FAST CAVALRY) –
replace 3rd paragraph with:

- 3) If a unit of fast cavalry rallies the turn after it voluntarily flees, it will be able to move normally during the Movement phase of that same turn.

Page 138 (MISCAST TABLE) – replace result 2 with:

Miscast table

Roll 2D6 as your opponent cackles maniacally

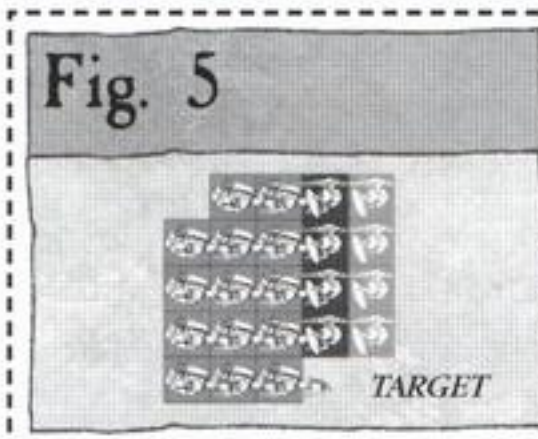
2D6 Result

- 2 The collected magical power explodes in a ball of energy. Models in base contact, friend or foe, or the character's mount, if on a monster or chariot, suffer one Strength 10 hit, as does the casting Wizard.

Page 239 (SELECTING CHARACTERS) –
replace paragraph under chart with:

So, in this case, a 1,500 point army could include a maximum of three characters, of which up to all three could be Heroes and none can be a Lord. In a 3,500 points army there can be a maximum of six characters with up to two Lords. The army doesn't have to include the maximum number of characters and doesn't have to include Lords at all.

Fig. 5



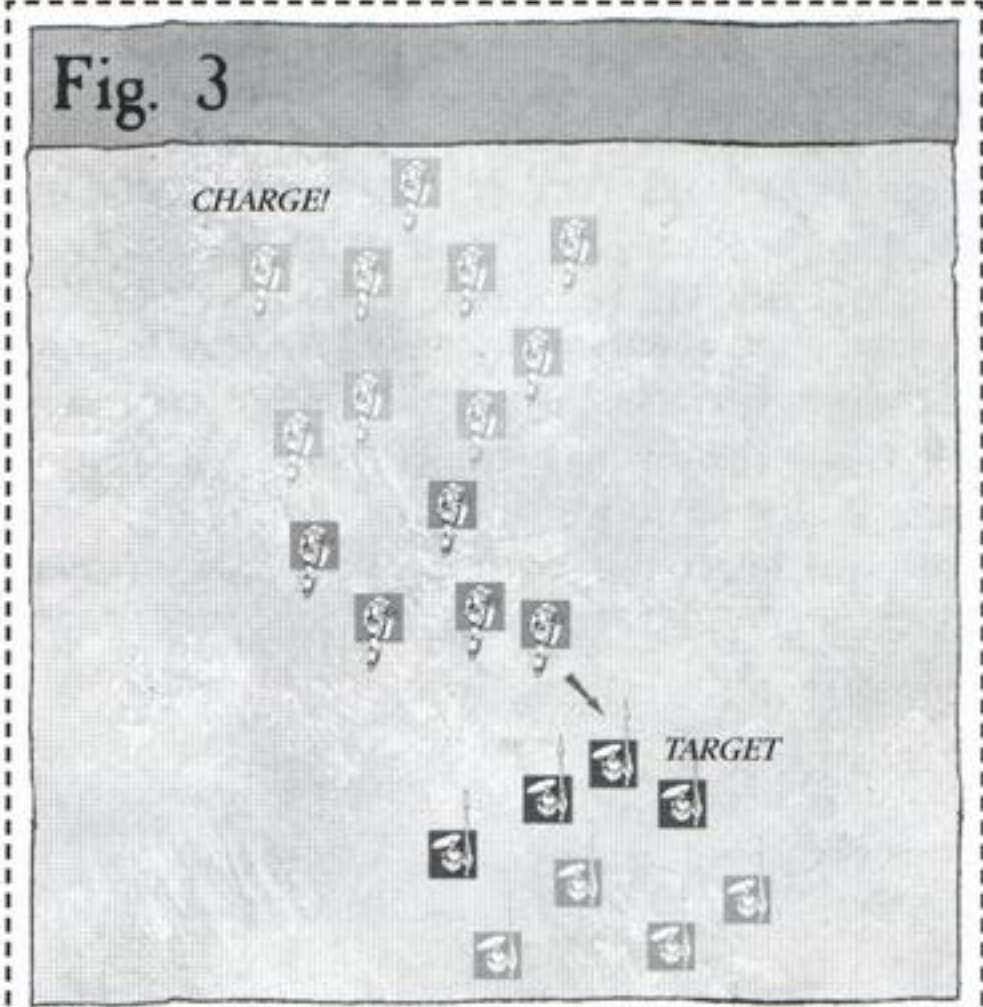
WARHAMMER PAGE 262
The appendix for accidental charges on page 262 of the Warhammer rulebook has led to some dubious tactics and confusion, and should therefore be ignored.

Page 273 (5. CLOSE COMBAT) –
replace 'Roll to hit' entry with:

Roll to hit

Check on the To Hit table on the next page to find the score needed on a D6 to hit. When attacking cavalry, use the rider's WS. For ridden monsters, both rider and mount use their own WS. A roll of a 1 always misses and a 6 always hits regardless of the relative Weapon Skills.

Fig. 3



Page 102 (THE BATTLE STANDARD) –
replace second paragraph with:

The Battle Standard Bearer cannot be the army's General (unless specified in the character's army list entry), even if he has the highest Leadership in the army. Unlike ordinary standards the Battle Standard cannot be passed on if its bearer is slain. Should the bearer be slain then the Battle Standard can be captured in the same way as a unit banner.

WARHAMMER RULEBOOK

Page 81 – Replace second paragraph of first column – “(6) Unit wiped out by shooting...”, plus first two paragraphs of “PANICKING UNITS” section with:

6) Unit wiped out by shooting or magic within 4"
If a unit is wiped out by missile fire or magic, any friendly units within 4" of it must take a Panic test at the end of the phase, unless the destroyed unit is a single model with less than 5 Wounds on its original profile.

PANICKING UNITS

A unit that fails a Panic test will flee in the same way as described for units which break in close combat or which flee from a charge. Fleeing troops abandon their formation and are moved in a rough mass 2D6" or 3D6" away from the enemy and/or source of *panic*, but the player is allowed to decide exactly where to flee within these guidelines. See the Close Combat section for rules governing fleeing troops.

Page 97 (PROXIMITY TO FRIENDLY TROOPS) – Replace second paragraph with:

A character model within 5" of a friendly unit of five or more models can only be picked out as a target if he is the closest legal target. This restriction enables characters to move around behind the battlelines without attracting an unrealistic and unreasonable



EMPIRE ARMIES BOOK

Page 14 – Replace Master Engineer profile with:

	M	WS	BS	S	T	W	I	A	Ld
Engineer	4	3	4	3	3	2	3	1	7

Page 26 (CHARACTERS' STEEDS) –

Replace

Warhorse profile:

	M	WS	BS	S	T	W	I	A	Ld
Warhorse	8	3	0	3	3	1	3	1	5

ORCS & GOBLINS ARMIES BOOK

Page 67 (GRIMGOR IRONHIDE) – replace 1st line of ‘SPECIAL RULES’ with

Ignore Greenskin Panic; Quell Animosity.

DWARFS ARMIES BOOK

Page 14 (ENGINEERS – Special Rules – Artillery Master) – Replace second paragraph with:

A Bolt Thrower which has been joined by an Engineer may use his BS when rolling to hit.

Page 16 – replace ‘Loss of crew’ paragraph with:

Loss of crew

The Organ Gun requires a full crew of three Dwarfs to work it properly. If one crewman is slain the other two can just about get by and the gun may fire as normal. If two crewmen are slain, the remaining crewman won't be able to operate the weapon properly – the gun can only be fired every other turn. Should all the crew be slain, the gun is useless.

Page 19 – replace RULE OF THE RUNES 2 & 3 with:

2. Weapon runes can only be inscribed on weapons, Armour runes can only be inscribed on armour, Runic Standards can only be inscribed on standards, Engineering runes can only be inscribed on war machines, and Talismanic runes can only be inscribed on talismans (of which more later). This is called the **Rule of Form** by Runesmiths. You cannot inscribe Armour runes on a cannon nor can you place Engineering runes on an axe.
3. No more than one item may carry the same combination of magic runes. You could not have a rune-hammer and a rune-axe both engraved with a Rune of Speed and a Rune of Fire, for example. This restriction also applies to the use of single runes, so you could not

Page 20 (MASTER RUNE OF BREAKING) – replace 2nd paragraph with:

If the Dwarf character scores a hit against an enemy with a magic weapon, the enemy's magic weapon is destroyed immediately.

Page 22 (RUNE OF RELOADING) – replace with:

7 After a war machine has proved its reliability, a Runesmith may deem it worthy of this rune.

The war machine can shoot every turn, as long as there is at least one crewman left, even if it has rolled a 2-3 on the Misfire table in the previous turn. Multiples have no effect.

Page 23 (FLAKKSON'S RUNE OF SEEKING) – replace 2nd paragraph with:

Bolt throwers only. Each rune adds +1 to the bolt thrower's to hit rolls against targets with the Fly special ability.

DARK ELVES ARMIES BOOK

Page 29 (SHADES) –
replace Unit Size entry:

Unit Size: 5-15

Page 18 (WEB OF SHADOWS) – replace 2nd
paragraph with:

A Web of Shadows can only be used once per game against a single enemy model. The character uses the Web of Shadows instead of making any normal attacks that round. When used, one model in base contact with the character automatically takes 2D6 Strength 3 hits. A character with a Web of Shadows may also use another ordinary close combat weapon (but not another magic weapon).

Page 19 (BANNER OF NAGARYTHE) – replace 2nd
paragraph with:

This standard adds +1 to the combat resolution of all friendly Dark Elf units within 6" and the unit carrying the banner is Unbreakable.

Page 80 (DARK MAGIC summary) – replace Chillwind &
Doombolt entries:

CHILLWIND

5+

Magic missile; range 24"; D6 Strength 3 hits. Units taking casualties may not shoot in the next Shooting phase.

DOOMBOLT

6+

Magic missile; range 18"; D6 Strength 5 hits.

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Page 51 (MAGIC AGAINST THE STEAM TANK) Replace
second paragraph with:

No spells or magic items which attack or otherwise target the Steam Tank, friend's or enemy's, have any effect against it, except those that cause hits with a known Strength (all *magic missiles* and a few others such as the Comet of Casandora). These spells are treated as normal shooting, with the ones hitting from above automatically hitting Soft. Spells that deliver a hit with a known Strength and have a secondary effect as well (such as the Pit of Shades) work partially on the Tank. Apply only the hits caused and disregard the secondary effects.

VAMPIRE COUNTS ARMIES BOOK

Page 52 (BLOOD DRAGON) – replace 3rd paragraph:

The Blood Dragon with the highest Leadership in a combat must always issue challenges and must always accept enemy challenges if possible.

WARHAMMER ARMIES: HIGH ELVES

Page 15 (SWORDMASTER) – Replace entry with:

SWORDMASTER 40 points – Characters on foot only
Trained by the adepts at the tower of Hoeth, the lethal skills of this warrior are justly famed.

The character is equipped with a great weapon and may not take a magic weapon. Instead of striking last in any turn he does not charge, the character will strike in initiative order, as explained on page 68 of the Warhammer rules. The character also has the Killing Blow special rule.

Page 73 (WAR CROWN OF SAPHERY) – Replace entry
with:

War Crown of Saphery

The War Crown is an ancient symbol of the magical realm of Saphery, seldom seen outside the walls of the White Tower unless in times of peril. It was gifted to Teclis by the former High Loremaster on the eve of the young mage's departure on the quest for his brother, Tyrion.

Any spell which is normally limited to a specific range in inches is now of unlimited range. Spells that only affect the caster, all units within a certain range of the caster or may already be cast anywhere are not altered. Note that this does not mean that he can cast spells at targets that are out of sight if the spell normally requires line of sight.

WARHAMMER ARMIES: SKAVEN

Page 39 (STORMBANNER) – Replace entry with:

STORM BANNER

75 points

One use only

This ancient and tattered banner has the power to wrack the sky with storms, tearing the heavens apart with its fury.

The banner can be activated at the beginning of any player's turn. No flying movement is allowed and all missile fire is at -2 to hit. All war machines and other ranged attacks that do not use BS may only fire if the player first rolls a 4+ on a D6 (roll for each model). Magic missiles and other ranged spells are not affected. Roll a D6 at the beginning of each player's subsequent turns – on a roll of 1 or 2, the power of the banner is exhausted and it no longer has any effect for the remainder of the battle.

HALL OF HEROES

Ever wanted to prove to your friends and opponents that you are indeed the most feared general of the Warhammer world? Then here's your chance. The web team have recently set up a site to collect the results of all the officially sanctioned Games Workshop tournaments. This enables us to generate a league table showing the best generals in the land. Each year we will publish a list of those who have battled their way to the top in the Warhammer Chronicles compilation. Start entering Games Workshop's officially sanctioned tournaments and, who knows, next year your name could be at the top of the league!

16-30 POINTS: SKAVEN SLAYERS

Name	Valour	Events	Name	Valour	Events	Name	Valour	Events
Geoff Porritt Overall Champion	27	2	Mike Wilkinson Overall Champion	19	2	Andy Potter Overall Champion	17	2
Alan Thompson Most Sporting Opponent	23	1	Neil Dee Best Army	19	2	Andrew Stevenson Best General	16	1
Daniel Tunbridge Best Army	19	2	Jeppe Danning Best Army	18	1	Matthew Sewell Best General	16	2

5-15 POINTS: GOBLIN BASHERS

Name	Valour	Events	Name	Valour	Events	Name	Valour	Events
Aaron Scott	12	2	Daniel Hughes	8	1	Robert Lane	8	1
Adam Taylor	12	2	Darren Burnett	8	1	Robert Parsonson	8	1
Adam Tennant	12	2	Darren Dabell	8	1	Roy Sanders	8	1
Adam Turner	12	2	Darren Ivey	8	1	Scott Macey	8	1
Davinia Turner	12	2	Dave Harbord	8	1	Shaun Douglas	8	1
Joseph Wiltshire	12	2	David Howes	8	1	Simon Chocian	8	1
Keith Wilkinson	12	2	Don Riddick	8	1	Steve Scotthorn	8	1
Shaun Carlyon	12	2	Duncan Railton	8	1	Steven Ralph	8	1
Tony Vodanovich	12	2	Gareth Hamilton	8	1	Tristan Grant	8	1
Warren McIntosh	12	2	Gil Surepi	8	1	Gary Parnell	8	1
Kris De Boeck	11	2	Goran Farm	8	1	Andrew Carr	8	1
Tom Warburton	11	2	Harold Freund	8	1	Dennis Bendi	8	1
Andrew Blight Most Sporting Opponent	11	1	Ian Whittaker	8	1	David Blake	8	1
Clive Kelly	10	2	Ivan Magowan	8	1	Jamie Robertson Best General	8	1
Filip Vermeersch	10	2	Jamie Knott	8	1	Adrian McGroggan	6	1
Ryan Scales	10	2	Jason Annett	8	1	Adrian Muir	6	1
Shane Bradshaw	10	2	Jesper Friis	8	1	Alexander Fennell	6	1
Stephen Dixon Most Sporting Opponent	10	1	Jim Parker	8	1	Alexander Goetze	6	1
Daniel Maycock	9	2	John Apperley	8	1	Ali Muir	6	1
Gavin Duck	9	2	John Dale	8	1	Andrew Harris	6	1
Harry Wright	9	2	Jonathan Spooner	8	1	Andrew Parker	6	1
Ken De Paep	9	2	Leslie Mitchell	8	1	Andrew Tull	6	1
Martin Metcalfe	9	2	Mads Larsen	8	1	Atte Roine	6	1
Aaron White	8	1	Marc Poppner	8	1	Christopher Patchett	6	1
Adrian McWalter	8	1	Markus Helmes	8	1	Chris Woodworth	6	1
Alan Rennox	8	1	Martin Brown	8	1	Colin Freeman	6	1
Andreas Meier	8	1	Martin Bunting	8	1	Daniel Atherton	6	1
Andrew Chesney	8	1	Martin Kaliszczuk	8	1	Daniel Cooper	6	1
Andrew Thompson	8	1	Matthew Cooper	8	1	Dave Batten	6	1
Andy Barnes	8	1	Matthew Hooton	8	1	Dave Gilbert	6	1
Antoine Shardan	8	1	Matthew Sprange	8	1	David McCurdy	6	1
Antti Viirikko	8	1	Max Horseman	8	1	David Stokes	6	1
Bill Edwards	8	1	Nathan Hoole	8	1	David Wood	6	1
Bojan Valentic	8	1	Neil Samuels	8	1	Douglas McCallum	6	1
Brian McGonigle	8	1	Nick Hughes	8	1	Fraser Miller	6	1
Brendan Spencelayh	8	1	Nick Simmerson	8	1	Gary Graham	6	1
Brian McLean	8	1	Otso Turunen	8	1	Gerard McCabe	6	1
Bruce Fox	8	1	Paul Gayner	8	1	Graham Milne	6	1
Christian Treu	8	1	Paul Scrivens-Smith	8	1	Holger Rengo	6	1
Clive Oldfield	8	1	Paul Whittaker	8	1	James Allen	6	1
Craig Ivey	8	1	Peter Scholey	8	1	James Marriott	6	1
Dan Wright	8	1	Peter Seyfarth	8	1	James Meikle	6	1
Dan Knudsen	8	1	Phil Manwaring	8	1	James Sherry	6	1
Daniel Blagojevic	8	1	Rob Broom	8	1	Jason Brudenell	6	1
			Rob West	8	1	Jason Cooper	6	1

For more detailed information and
updates on the Hall of Heroes league tables, visit:

<http://www.games-workshop.com/wdmagazine/hall-of-heroes-uk/>

Name	Valour	Events	Name	Valour	Events	Name	Valour	Events
Jason Cotterill-Attaway	6	1	Matthew Hobday	6	1	Robin Poulton	6	1
Joe Byers	6	1	Matthew Wade	6	1	Robin Whelan	6	1
John Lic	6	1	Michael Compton	6	1	Rory Stobo	6	1
John McPhillips	6	1	Michael Davies	6	1	Ryan Crawford	6	1
John Morrell	6	1	Mikkel Scholl	6	1	Steve Barclay	6	1
Jonathan Field-Jones	6	1	Neil Holtschke	6	1	Stewart Whittingstall	6	1
Kelvin Harvey	6	1	Neil Innes	6	1	Tim Longdon	6	1
Ken Chambers	6	1	Neil Prideaux	6	1	Timothy King	6	1
Kenneth McLelland	6	1	Neil Turner	6	1	Tony Cherrett	6	1
Kevin Ayre	6	1	Nicholas Woolf	6	1	Vincent Poffley	6	1
Kevin Bryant	6	1	Paul Davis	6	1	Wayne Palmer	6	1
Kevin Stace	6	1	Paul Holbrook	6	1	William Harrison	6	1
Kit Wilson	6	1	Peter Slynn	6	1	Phil Rosenberg	6	1
Lee McLean	6	1	Philip Powell	6	1	Sandy Wilson	6	1
Mark Hughes	6	1	Rob Maslen	6	1	Stephen Patchett	6	1
Mark Humphries	6	1	Robert Farley	6	1	Steve Wright	6	1
Mark Lees	6	1	Robert McMaster	6	1	Joe Churcher	6	1
Matthew Cherrett	6	1	Robin Ferner	6	1	Stu Gilpin	6	1

1-4 POINTS: SNOTLING STOMPERS

Name	Valour	Events	Name	Valour	Events	Name	Valour	Events
Lawrence Widdicombe	4	1	Doug Turner	4	1	Owen Evans	3	1
Andrew Isherwood	4	1	Martin A Heslop	4	1	Mark Dwyer	3	1
Harry Hallgreen	4	1	David Avery	4	1	Charles Berendt	3	1
Andrew Revell	4	1	Alistair Storer	4	1	Anthony Hurst	3	1
David Faess	4	1	Shane Davey	4	1	Diccon Howard	3	1
John MacGregor	4	1	Simon Ferguson	4	1	Ben Padgham	3	1
Martin Turner	4	1	Michael Johnstone	4	1	James Hickman	3	1
Will Pardington	4	1	Mertyn Moffat	4	1	Matthew Hodgkinson	3	1
Sam Sedghi	4	1	Warren Ellison	4	1	Nick Cridland	3	1
Robert Knight	4	1	David Maycock	4	1	Robert McKittrick-Gallaher	3	1
Robert Bennett	4	1	Iain Bethune	4	1	Aaron Boyham	3	1
Arran Hickman	4	1	Graeme Simpson	4	1	Andrew J Riedel	3	1
Simon Bowen	4	1	Neil Urban	4	1	David Armstrong	3	1
Chris Murdoch	4	1	Eric Hillen	4	1	Aidan Donaghy	3	1
Elliott Haynes	4	1	Andy Thompson	3	1	Adam Clark	3	1
John Humphries	4	1	Ben Cartwright	3	1	Ralph Seymour-Jackson	3	1
Stuart Norman	4	1	James Froggart	3	1	Paul Sutherland	3	1
Nathan Taylor	4	1	Paul Spurdle	3	1	Bryan Reid	3	1
Stuart Warner	4	1	Stephen Dunn	3	1	Stewart Buchan	3	1
David Sutherland	4	1	Paul Davies	3	1	Greg Richardson	3	1
Bryan Lynch	4	1	Matthew Dunn	3	1	Colin McNeil	3	1
Robbie Trotter	4	1	Dan McArthur	3	1	Rick McHale	3	1
Paul Simpson	4	1	Andrew Shadforth	3	1	Stuart John Weir	3	1
Peter Hammersley	4	1	Paul McCabe	3	1	Alan Hutton	3	1
Gavin Fuller	4	1	Michael Waters	3	1	Daniel Jackson	3	1
Stefan De Decker	4	1	Karl Carragher	3	1	Ian Campbell	3	1
Zak Gucklhorn	4	1	Tom Oddy	3	1	Andrew Kelly	3	1
Michael Stadler	4	1	Jack Hiscock	3	1	Alex Robertson	3	1
Douglas Garner	4	1	James Barr	3	1	David McIlhenney	3	1
Richard Lendon	4	1	Phillip Hawtin	3	1	Hamish Gordon	3	1
James Smith	4	1	Christopher Sharp	3	1	Mark Penrice	3	1
Sean O'Neill	4	1	Mike Popay	3	1	Stephen Hanna	3	1
Jonny Fisher	4	1	Westlec Barr	3	1	Richard Coates	3	1
Tim Gronneberg	4	1	Paul Andrew	3	1	Jamie McLeod	3	1
James Baker	4	1	Andy Lester	3	1	Kevin C Low	3	1
Jeff McLeod	4	1	Hanbury Hampden-Turner	3	1	John Evans	3	1
Robert Hutson	4	1	Adrian Lee	3	1	Richard Miller	3	1
Neil Rose	4	1	Hugh Passant	3	1	Dave Cant	3	1
Christopher Paton	4	1	Jason Dealey	3	1	Richard Horsfield	3	1
Bill Paterson	4	1	Jamie Barry	3	1			



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SKAVEN

WARMASTER

MORDHEIM

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UK NEWS

Skaven
Screaming
Bell

The Skaven Warlock Engineer and the Screaming Bell are released this week! Buy them from your local store, or phone Mail Order, or right here and now from the online store!

Gaunt's
Ghosts!

Amongst the bravest of the many Imperial Guard regiments are the Tanith First-and-Only, led by Colonel-Commissar Ibram Gaunt. Take a look at the new models, rules and background to this famous regiment!

Chapter
Approved

The Chapter Approved home page is also launched this week with new rules for you to use in your games, old Chapter Approved White Dwarf articles to look at and information on the Chapter Approved book.

Necron
Home Page

The Necron home page is now up and you can view articles pertaining to this mysterious race.

GAMING

Playing the games we produce is probably the most popular aspect of Games Workshop, and the way most people become involved. This part of the web site aims to bring players an ever-expanding selection of resources – scenarios, rules, battle reports and background material.

You will find full support for all our games, including Warhammer, Lord of the Rings and Warhammer 40,000. Every aspect of gaming is covered. For example, in the Warhammer section, there are details on all the races you can collect and insights into the rich background of the Warhammer world, as well as rules for new special characters, and hints and tips on collecting, painting and gaming with your armies. You will also find exciting battle reports and a comprehensive archive on past White Dwarf articles.

NEWS

The News section outlines the happenings revolving around the Games Workshop hobby; tournaments, new products, sales, jobs, events, trial rules and new web site features are but a few of the informative items which you will find in this area.

Accessing the News section allows you to view sneak previews of products yet to be released in the stores and to immediately check what cool new stuff has been released this week, such as brand new miniatures, books (including Black Library novels, magazines and comics) and other gaming material. You can access up to date information on Forge World products – tanks, terrain and figurines – find out what Games Workshop events are happening and even discover a rumour or two about future plans; invaluable for anyone who wants to be at the forefront of what is happening with Games Workshop.

The Games Workshop web site is devoted to all aspects of collecting, painting and tabletop gaming in the worlds of Warhammer, Warhammer 40,000 and The Lord of the Rings. Check it out at www.games-workshop.com for a whole new perspective on Games Workshop.

COMMUNITY

Here you can find out about upcoming events and new releases, and discuss anything related to Games Workshop. Also, you have the opportunity to chat direct online with one of the Games Workshop personalities!

The Message Area brings together the online community of Games Workshop enthusiasts world wide – share tactics and painting tips, find new opponents, and air your opinions in online debates about what's going on.

THE ONLINE STORE

If you just have to have that new miniature for your army as soon as it is released, the Online Store is ready to serve you 24 hours a day, 365 days a year, offering you fast delivery and total security on all your transactions.

As well as stocking the complete line of Games Workshop products and Citadel Miniatures, the Online Store also boasts a comprehensive archive, lots of out of production miniatures and a complete visual catalogue for the entire Citadel Miniatures line, as well as advance orders for products yet to be released!

